# BT6730 Alpha | BT6730 Vidéo

## *User manual*

**The document is concerning the following products :**

| | |
|---|---|
| 915747 | BT6730 Alpha 12P H10 |
| 915748 | BT6730 Alpha 14P H10 |
| 915749 | BT6730 Alpha 12P H15 |
| 915750 | BT6730 Alpha 14P H15 |
| 915782 | BT6730 Video 7M 12P H10 |
| 915786 | BT6730 Video 7M 14P H10 |

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Upon receipt, always check the product for damage during shipment. If any is found, you may file a damage claim with the carrier

# Foreword

This manual presents the functions of the scoreboards of the BT7000 Arena product range:

- Operation of each keyboard.
- Description of each sport program.

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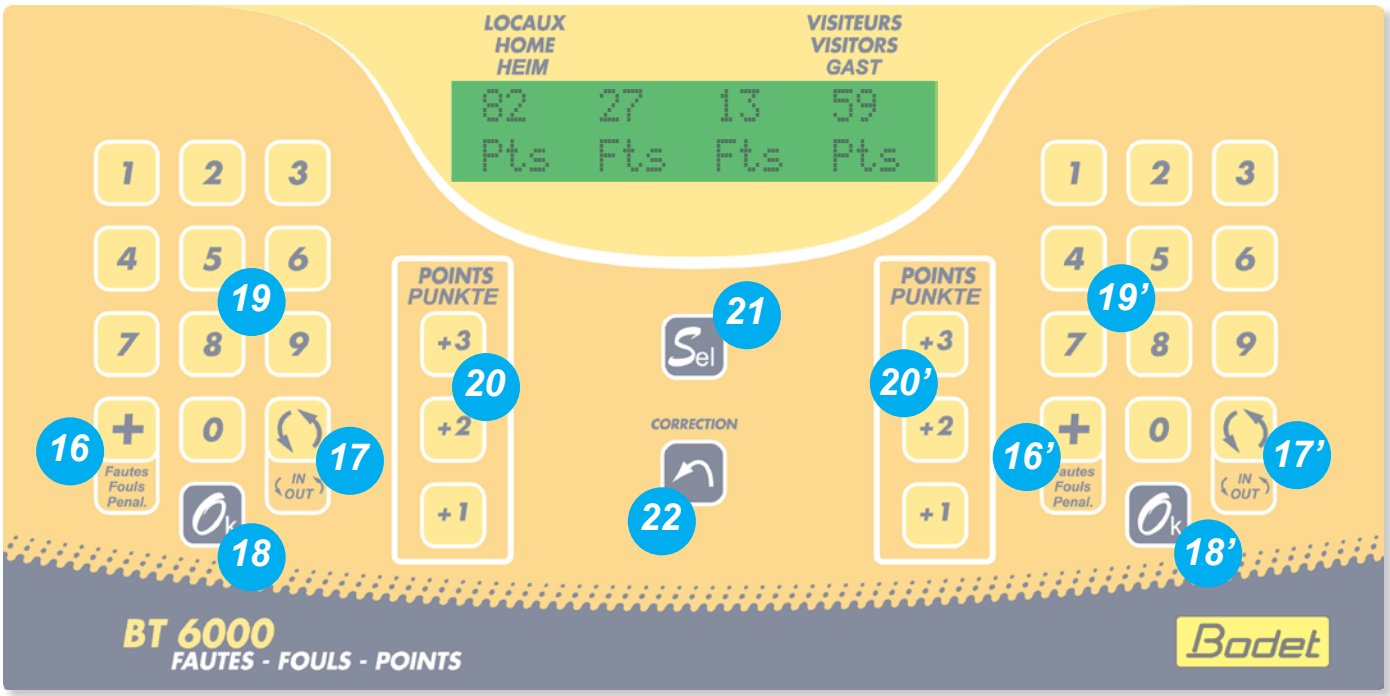
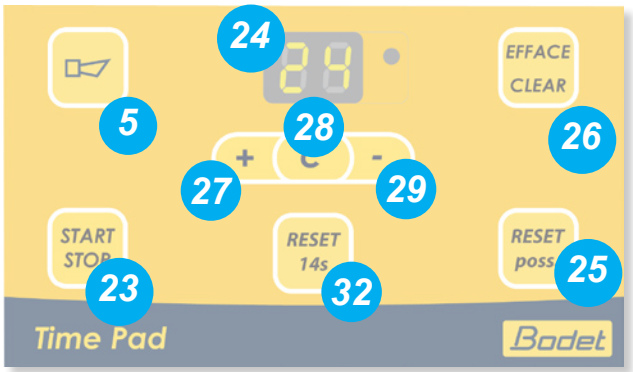
## Main keyboard

## Secondary keyboard




## Shot clock keyboard



## Main keyboard

(1) Time of day or Game clock display.
(2) Start a new match if holding down the key for > 3 sec. Select the type of match and validate.
(3) Reloads the timer at the value programmed without modifying the scores and fouls if holding down the key for > 3 sec.
(4) Go to the next period. Timer must be stopped.
(5) Stops instantaneously the horn. Press duration = horn duration.
(6) Start the timer.
(7) Stop the timer.
(8) Access to the configuration menu if holding down the key for > 3 sec.
(9) Correction mode : press the key, the display flashes; after having rectified the mistake, press the key again to return to active mode.
(10) Ball possession (right or left). Press C (9) key then Possession (10) key to clear the possession.
(11) In match mode : start a new match if holding down the key for > 3 sec. In Configuration menu: validate the parameters and exit the menu to return to match mode.
(12) Allocation of time outs per team. Automatic stop of the time out when countdown is completed or if the time out key is pressed again.
(13) Navigation keys.
(14) and (14') Allocation of fouls per team or penalty time.
(15) and (15') Adds 1 point to the scores.
(30) Luminosity adjustment of scoreboard and possession time displays.
(31) Mains led.

## Secondary keyboard

(16) and (16') Allocation of individual player fouls or penalties. Foul or penalty mode is activated automatically depending on the selected sport.
(17) and (17') Inactive.
(18) and (18') Validation of individual player fouls or penalties.
(19) and (19') Numeric keypad to enter the player's number or the penalty duration.
(20) and (20') Adds 1, 2 or 3 points to the scores.
(21) Inactive.
(22) Correction mode : press the key, the display flashes; after having rectified the mistake, press the key again to return to active mode.

## Shot clock keyboard

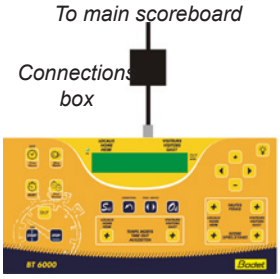
(5) Stops instantaneously the horn. Press duration = horn duration.
(23) Start/Stop the shot clock.
(24) Timer display.
(25) Reset the possession time (if the RESET key is pressed and the timer value is less than the possession time value then the displays are blank).
(26) Clear the possession time displays and the display on the possession time keyboard (only if the possession time timer is stopped).
(27) (28) (29) Correction mode : press the C (28) key, the display flashes; press the + (27) key to increment the possession time (up to 90s) and – (29) key to decrement it; press the C (28) key to return to active mode.
(32) Reset to 14 sec the possession time.

# 1. Main keyboard

## 1.1 How to turn ON the keyboard

1/ Press the START key (6) to turn on the main keyboard.

*The display shows that the console is powered up.*
*Wait a few seconds for the messages to scroll up.*
*The keyboard seeks the scoreboards tat are present in the hall.*
*Indication of the battery status.*
*Indication of the level of radio reception and the number of scoreboards communicating with the console.*
*If everything is OK, display of the last played sport.*



*Wired main keyboard*

*HF radio main keyboard*

## 1.2 How to turning OFF the keyboard

1/ At the end of the match, press the TIME key (1) during 3 sec to turn off the keyboard, until the display on the keyboard completely disappears (beeps emission).

*The keyboard LCD display stays on for one minute the goes off. The scoreboard shows the time and the temperature*.

## 1.3 How to select a sport

*When turned on, the keyboard displays the last sport that was practiced.*

1/ Select the sport with the RIGHT/LEFT (13) keys.

2/ Validate the sport with the OK (11) key.

3/ Select the type of rules required for the sport with the RIGHT/LEFT (13) or SEL (8) keys.

*After the sport has been selected, 2 or 3 game configurations «type of rules» are proposed for each sport. Each configuration includes default game parameters that can be modified and recorded with the configuration setting of each sport. The factory configuration ican always be reloaded.*

4/ Validate by pressing the OK (11) key.

## 1.4 How to enter the Teams' names (only for scoreboards with alphanumeric display)

*The keyboard will propose the teams' names «HOME» and «VISITORS» that cannot be modify and a list of 30 team's names to be created and numbered from 1 to 30.*

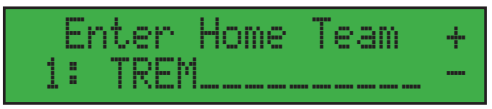
### *How to assign/modify a team's name*

1/ Select in the list an empty space (PPPPPP) or a team name to be modified with UP+/DOWN - (13) keys.

2/ Press the RESET (3) key to erase the existing team name. The cursor appears on the first position.

3/ Choose each letter with UP+/DOWN- (13) keys. Move thanks to RIGHT/LEFT (13) keys.

4/ Validate by pressing the OK (11) key.



*Note 1: press the CORRECTION (9) key to exit this menu without saving.*
*Note 2: the teams' name list is limited to 30 names; beyond that, existing team's names must be modified or erased.*

### *Select and display the teams' names*

1/ Select the HOME team: the keyboard displays a list of preset team names or HOME. Choose in the list with UP+/DOWN- (13) keys.

*Note: at the very first time, only HOME is available ; the list is empty.*

2/ Validate with the OK (11) key.

3/ Select the GUEST team: the keyboard displays a list of preset team names or GUEST. Choose in the list with UP+/DOWN (13) keys.

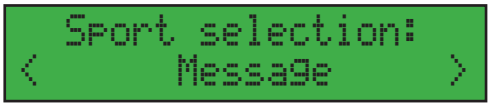
*Nota : at the very first time, only GUEST is available ; the list is empty.*

4/ Validate by pressing the OK (11) key.

*The teams' names will appear on the scoreboard and the keyboard will be ready to start the match.*
*Note: in the menus, press the CORRECTION (9) key to go back to the previous step (ex: when in the process of selecting the GUEST team's name, pressing the CORRECTION key will take you back to the selection of the HOME team's name).*

## 1.5 How to enter a scrolling message (only for scoreboards with alphanumeric display)

1/ Select "Message" at the end of the "Sport selection" list.

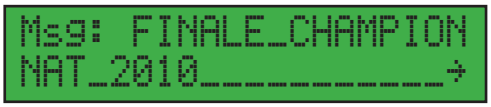



2/ Validate with the OK (11) key.

*The last message that was entered will appear along with a cursor.*

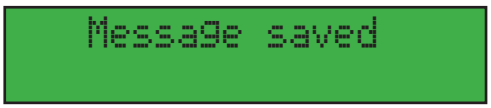
3/ If needed, erase the existing message with RESET (3) key.

4/ Choose each character with UP+/DOWN- (13) keys then move to the next one (or previous one) with the RIGHT/LEFT (13) keys.




*Note 1 hold down the key to speed up scrolling.*
*Note 2: the available characters are: 26 alphabet letters (upper case only), numbers, ' + : - / * @, _ and Space.*
*Note 3: if the message is too long, arrows at the start and at the end will indicate that the message is partially displayed on the keyboard. The message is limited to 60 characters.*

5/ Validate with the OK (11) key. The message is then displayed on the scoreboard.




*The keyboard will return to the Sport selection menu and the message will appear on the scoreboard.*
*To change the message, select "Message" again in the "Sport selection" menu.*
*The scrolling message will be displayed on the alphanumeric display of the teams' names. This message will be replaced by the teams' names when the game is on. After the game, it can be display permanently or temporary (see § below).*

## 1.6 How to select what is to be displayed before and after the game

When the game is not on, the scoreboard can display:

- Permanent time: non-stop display of the local time.
- Time + Message: display of the local time and of an advertisement message (available on Alpha scoreboard only). The scoreboard display is turned off completely (with the exception of the end of period/game clock stopped indicator) between midnight and 6:00 am.
- Time from 6:00 am to 12:00 pm: Local time display only. The scoreboard display is turned off completely (with the exception of the end of period/game clock stopped indicator) between midnight and 6:00 am.

1/ Pressing the TIME (1) key, toggles between match display (game clock stopped) and local time display.

2/ Press the RIGHT/LEFT (13) or UP+/DOWN - (13) keys to switch from one mode to the other.

## 1.7 How to operate the Timer (game clock)

1/ Press the START (6) key to start the timer

2/ Press the STOP (7) key to stop the timer.

*Note: the RESET (3) and OK (11) keys are disabled when the timer is running..*

***How to modify the duration of game periods (possible before the begining of the game)***

*Before the start of a match it is possible to modify the duration of the periods without having to go back into the sport configuration menu:*

1/ Press the +/- (13) key to add or remove a minute to the game time.

*The scoreboard and the keyboard display the new value of the gale clock.*

2/ Press START (6) to start the match.

***How to add/remove game time to the main game clock***

*The game clock must first be stopped with the STOP (7) key.*

1/ Press the CORRECTION (9) key.

2/ Press +/- (13) key to add/remove 1 second to the playing time. Press the key as many times as necessary.

3/ Press the CORRECTION (9) key to validate and to exit this correction menu.

*The scoreboard and the keyboard display the new vlaue of the game clock.*

4/ Press START (6) to resume the countdown.

***How to add tenths of second of play time to the game clock during the last minute***

*The game clock must first be stopped with the STOP (7) key.*

1/ Press the CORRECTION (9) key.

2/ Press +/- (13) key to add/remove tenths of second to the playing time. Press the key as many times as necessary.

3/ Press the CORRECTION (9) key to validate and to exit this correction menu.

*The scoreboard and the keyboard display the new vlaue of the game clock.*

4/ Press START (6) to resume the countdown.

***How to add play time at the end of a period (only for basketball)***

*Possible only at the end of a period and during the 60 seconds before the display of the break countdown.*

1/ Press the CORRECTION (9) key.

2/ Press the + (13) to add 1/10 second to the play time. Press the key as many times as necessary.

3/ Press the CORRECTION (9) key to validate and to exit this correction menu.

*The scoreboard and the keyboard display the new vlaue of the game clock.*

4/ Press START (6) to resume the countdown.

## 1.8 How to start a new match

1/ To start a new match, hold down the NEW MATCH (2) key for 3 seconds.

*The keyboard displays “Sport selection”.*

2/ Validate by pressing the OK (11) key.

*The previous settings are reloaded and the data on the scoreboard are reset.*

## 1.9 How to Reset the timer (game clock)

1/ Press the RESET (3) key to reset the timer to the initial value without modifying the other data on the scoreboard.

*Note: Pressing the RESET key during the creation/edition of a scrolling message or of a team’s name will erased the current text.*

## 1.10 How to go back to the sport selection

1/ Press the OK (11) key for 3 seconds.

## 1.11 How to set the sport parameters

*The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules. Display of the match. Ready to start.*

1/ To modify the parameters for the selected sport hold down the SEL (8) key for 3 seconds.

*Display of parameters that can be modified. The parameters are different for each sport.*

2/ Press the + or – (13) keys to modify the values of each parameter.

3/ Press the ▶ (13) key to go to next parameters

4/ Press the ◀ (13) key to go back to the previous parameters

5/ Press the OK (11) key to save the new parameters and return to the display of the match. Ready to start.

## 1.12 How to enter the players' numbers

1/ Hold down the SEL (8) key for 3 seconds to enter the sport configuration menu.

2/ Press the ▶ ◀ (13) key to scroll through the parameters and access to the player's numbers.

3/ Enter the number of each HOME player using + or – (13) keys.

*The numbers are instantaneously displayed on the scoreboard.*

4/ Validate by pressing the OK (18) keys.

5/ Repeat the step 3/ and 4/ for the VISITORS players (19') (18').

*Note: the players' numbers are automatically arranged and displayed on the scoreboard in ascending order.*

## 1.13 How to operate the Horn

1/ Press the horn (5) key. The horn will sound as long as the key is pressed.

*The automatic horn sounds for 5 seconds at the end of a period.*
*When the timer is stopped manually or at the end of the possession time, the horn sounds for 3 seconds.*
*The horn can be stopped by pressing the horn (5) key.*

## 1.14 How to adjust the scoreboards luminosity

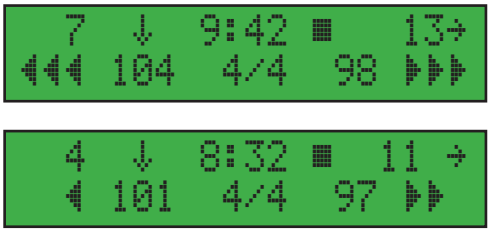
1/ Press the light (30) fey for 3 seconds.

*The luminosity.of the scoreboards and of the shot clocks can be adjusted seperately.*

2/ Use the ▶ ◀(13) keys to selected the scoreboards or the shot clocks.

3/ Use the + and - (13), to adjust the luminosity level (1 to 5).

## 1.15 How to correct an entry (score, foul, time-out, ...)




1/ Press the CORRECTION (9) key.

*The keyboard display blinks.*

2/ Modify the information to be corrected by pressing the corresponding key until the correct value is displayed:

- SCORE (15) and (15') : to deduct 1 point to the score.
- FOULS (14) and (14') : to deduct 1 foul to the team fouls.
- TIME OUT (12) and (12') : to remove 1 time out.
- +/- (13) : to add/deduct playing time (minutes, seconds, tenth of seconds).

3/ Press the CORRECTION (9) key to return to the active mode.

*The new values are immediately displayed on the scoreboard.*

## 1.16 How to increment scores (only when the secondary keyboard is not connected)

### *How to add points to the scores*

1/ To increment the score of a team, press the proper SCORE (15) (15') key..

### *How to remove points from the scores*

1/ Press the CORRECTION (9) key.

2/ Press the corresponding SCORE (12) (12') key.

*The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.*

3/ Press the CORRECTION (9) key.

*The new score values are immediately displayed on the scoreboard.*

## 1.17 How to assign time-outs

1/ Press the corresponding TIME OUT (12) (12') key.

*The countdown stops automatically at the end or when the corresponding TIME OUT key is pressed.*

### *How to remove a time-out already assigned to a team*

1/ Press the CORRECTION (9) key.

2/ Press the corresponding SCORE (12) (12') key.

*The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.*

3/ Press the CORRECTION (9) key..

*he keyboard and the scoreboard display the new value.*

## 1.18 How to assign fouls/penalties (only when the secondary keyboard is not connected)

*Foul or Penalty mode is active according to the sport selected.*

1/ To increment the foul number or to start a penalty timer Press the corresponding FOULS (14) or (14') key.

### *How to remove fouls/penalties*

1/ Press the CORRECTION (9) key.

2/ Press the corresponding FOULS (14) (14') key.

*The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.*

3/ Press the CORRECTION (9) key.

*The keyboard and the scoreboard display the new value.*

# 2. Secondary keyboard

*The secondary keyboard is used for the following sports : basketball, handball, ice hockey, water polo, rink hockey, floorball… The use of the secondary keyboard will depend on the sport and the options selected (some functions may be inactive). This keyboard manages the individual fouls, penalties, scores and points per players.*
*2 secondary keyboards can be used simultaneously (fouls ans scores).*

## 2.1 How to increment/decrement scores

### *How to add points*

1/ Press the corresponding +1, +2 or +3 (20) (20') key to add points to the proper team.

### *How to remove points*

1/ Press the CORRECTION (22) key.

2/ Press the corresponding +1, +2 or +3 (12) (12') key to deduct points.

*The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.*

3/ Press the CORRECTION (22) key.

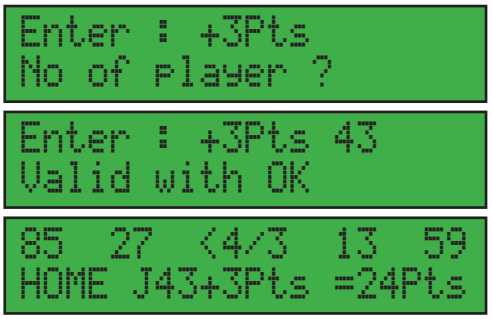
*The keyboard and the scoreboard display the new value*.

### *How to add points to a player: Score key + Player's nber + OK (sport dependent)*

1/ Press the +1, +2 or +3 (20) (20') key to add points to HOME or VISIT.

2/ Enter the player's number with the corresponding numeric keypad (19) (19').

3/ Press the corresponding OK key (18) (18').The keyboard displays the information for 3 seconds and comes back to normal mode.




*Note: if the player's number is not entered and the OK key pressed, the points will be added to the corresponding team without changing the score per player.*

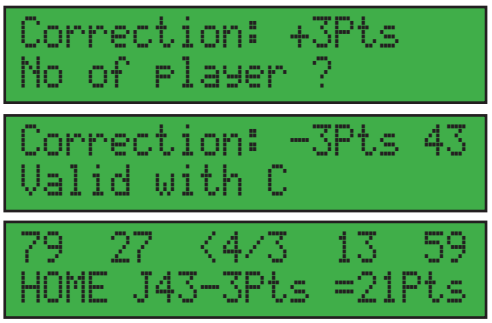
### *How to correct a player's points: C + Score key + Player's Nber + C (sport dependent)*

1/ Press the CORRECTION (9) key.

2/ Press the corresponding +1, +2 or +3 (20) (20') key to deduct points.

3/ Enter the player's number with the corresponding numeric keypad (19) (19').

4/ Press the CORRECTION (22) key.




*Note: if the player's number is not entered and the correction confirmed, points will be deducted from the corresponding team without changing the score per player.2.3 Penalties (Foul function is automatically deactivated).*

### *Trick:*

*If by mistake or by haste, the team fouls have been incremented without having modified the score per player, proceed as follow :*

1/ Add points to the player: Score key + Player n° + OK.

*Note: Observe that the team score has also been incremented.*

2/ Correct the team score : C + Score + C. + CORRECTION.

## 2.2 How to assign personal fouls (the Penalty function is automatically disabled)

### *How to add a personal foul to a player: Foul Key + Player's nber + Ok*

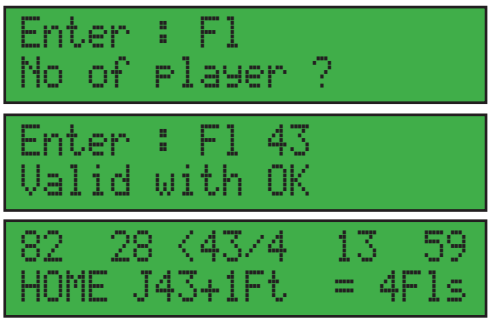
1/ Press the corresponding FOULS (16) (16') key.

2/ Enter the player's number with the corresponding numeric keypad (19) (19').

3/ Press the corresponding OK (18) (18') key.

*The keyboard displays the information for 3 seconds and comes back to normal mode.*

*Note: if the player's number is not entered or ifthe OK key is not pressed after 3 seconds then the keyboard goes back automatically to normal mode without assigning a foul.*




### *How to correct personal foul: C + Foul key + Player's nber + Ok + C*

1/ Press the CORRECTION (22) key.

*The keyboard display is blinking.*

2/ Press the corresponding FOULS (16) (16') key.

3/ Enter the player's number with the corresponding numeric keypad (19) (19')

*The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.*

4/ Press the corresponding OK (18) (18') key.

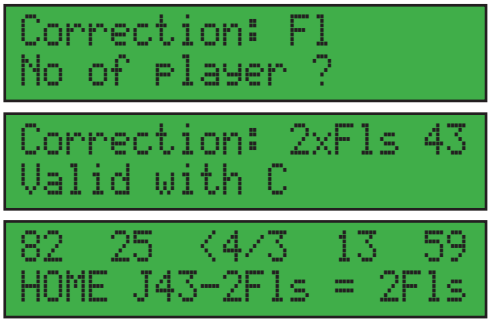
*Possibility to make several corrections before leaving the correction mode.*

5/ Press the CORRECTION (22) key.

*The keyboard displays the information for 3 seconds and comes back to normal mode.*

*Note 1: if the player's number is not entered or if the OK key is not pressed after 3 seconds then the keyboard goes back automatically to normal mode without correcting.*

*Note 2: pressing the CORRECTION key (22) before VALIDATION (18) or (18') validates the correction nevertheless.*




## 2.3 How to assign Penalties (the Foul function is automatically disabled)

### *How to assign a penalty to a player: Penalty key + Duration + OK + Player's nber + OK*

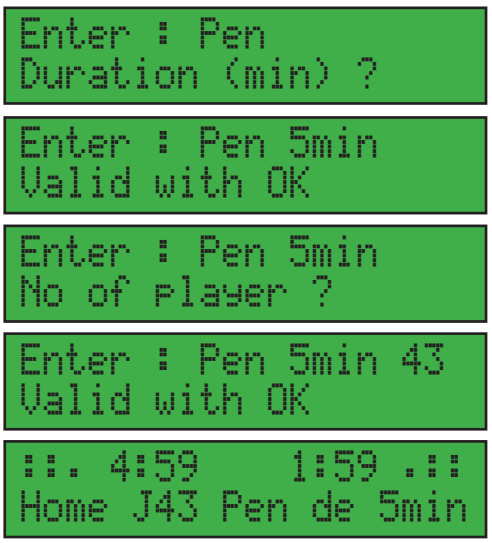
1/ Press the corresponding Fts/Pen. (16) (16') key.

2/ Enter the penalty duration (0 to 9 min max.) with the corresponding numeric keypad (19).

3/ Press the corresponding OK (18) (18') key.

4/ Enter the player's number with the corresponding numeric keypad (19) (19').

5/ Press the corresponding OK key (18) (18').The keyboard displays the information for 3 seconds and comes back to normal mode.




*Note 1: 3 sec. are allocated to each entry: penalty duration, player number and validation these entries. If 3 sec. have elapsed with no entry been made the system returns to normal mode with modification taken into account.*

*Note 2: some sports do not ask for a player number after the penalty duration (example: when assigning a 10 mn penalty in ice-hockey). d*

***How to remove a penalty assigned to a player: C + Penality key + Player's nber + C***

1/ Press the CORRECTION (22) key.

2/ Press the corresponding Fts/Pen. (16) (16') key.

3/ Enter the number of the player to whom the penalty must be removed with the numeric keypad (19) or (19').

4/ Press the CORRECTION (22) key.

*Note: In ice-hockey the penalty duration must be entered before the player's number except for a 10 mn penalty.*

*(C + Penalty key + penalty duration + OK + player' nber + OK + C).*

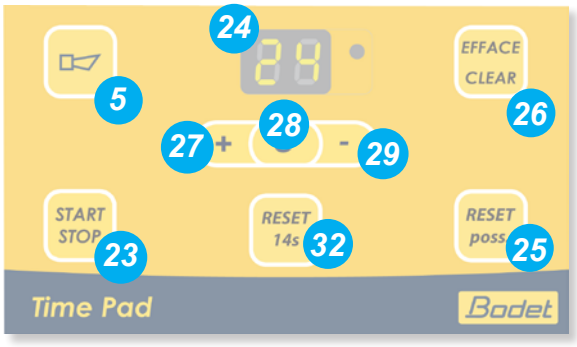
# 3. Additional keyboard

## 3.1 Shot clock keyboard (24-35 seconds)

*It is used with the BT6002/BTX6002 (Water polo and Basketball), BT6006 or BT6008 (Basketball) displays. Connect the 24-35 second keyboard to the main keyboard before starting up the main keyboard. It can also work independently. The basketball shot clock (BT6006 / BT6008) can display the game clock for other sports if main power is connected. To disable the BT6006/BT6008 display during games other than basketball or water polo, remove the power (mains) from BT6006/BT6008. Each 24 sec. buzzer and stop of the game clock turns on the red indicator on the shot clock displays.*

### *Normal operation of the 24 seconds shot clock keyboard*

Shot clock keyboard




1/ Press the START / STOP (23) key to start the possession time timer. Press again the key to stop it.

2/ Press the RESET poss. (25) or RESET 14s (32) key to reset the possession to time to the preset value. Holding down the key will clear the possession time display and the keyboard display. When releasing it, the possession time timer will reappear indicating the preset value 24 sec or 14 sec according teh key.

3/ Press the CLEAR (26) button to clear the possession time display and the keyboard display. Press again the key to make them reappear. The timer running is not affected by this operation.

*The countdown is displayed simultaneously on the Shot clock displays and on the keyboard display..*

### *Violation of the shot clock timer*

*When the shot clock count-down reaches 0, a horn (buzzer) is sounded for 3 seconds and red indicator is turned on.*

### *How to retrieve the shot clock time*

1/ 1/ If the RESET poss. (25) key is pressed by mistake then press the CLEAR (26) key within the following 2 seconds to recover the previous time.

*Does not work with RESET 14s (32) key.*

### *How to modify the current shot clock time*

1/ Press the START / STOP (23) key to stop the shot clock.

2/ Press the C (28) key of the shot clock keyboard.

*The shot clock displays, the LED and the keyboard display are blinking*

3/ Press the + (27) key to increment the existing possession time.

4/ Press the - (29) key to decrement the existing possession time.

5/ Press the C (28) key to go back to normal mode.

***How to modify the RESET value (default value: 24 sec)***

1/ Press the START / STOP (23) key to stop the shot clock timer.

2/ Hold down the C (28) key of the shot clock keyboard for 2 seconds.

*The shot clock displays and the keyboard display are blinking. The LED is off. The value displayed is the existing RESET value.*

3/ Press the + (27) key to increment the existing RESET value (99 s max.).

4/ Press the - (29) key to decrement the existing RESET value.

5/ Press the C (28) key to go back to normal mode.

*Does not work with RESET 14s (32) key..*

***How to operate the horn***

1/ The HORN (5) key only stops the horn activated automatically at the end of the shot clock count-down. **Pressing the HORN key will not activate the horn.**

***How to adjust the shot clock display luminosity (see §1.14)***

## 3.2 Hand-held Start/Stop button - Main keyboard

1/ Press the START/STOP control button to start the timer. Press the button again to stop it.

## 3.3 Horn control button - Secondary keyboard

1/ Press the START/STOP control button to activate the horn of the main scoreboard. The horn will honk as long as the button is pressed.

## 3.4 Serial link to PC

1/ The display data frame can be sent to a PC via a serial link (RS232) for use in a video software application or for statistics.

*Note: does not work for all sports.*

# 4. General notes on BT6730 scoreboards

*No modificattion or part replacement on the scoreboards are needed to switch from wired communication to HF radio communication or vice versa. The communiocation mode is automatically identified.*

*The operation of the keyboards is the same in both modes. A radio antenna is integrated in the keyboard. One keyboard can control 1 or several scoreboards.*

*f the battery is low, the keyboard displays an alarm message.*
*Connect the charger block to the keyboard. Full charge autonomy > 10 hours. Charge duration > 8 hours.*
*Leave the keyboard on charge when not used. Green LED on : charged.*
*Before starting up the keyboard, ensure that the scoreboard is powered with 230 V (display of time and temperature visible). The HF keyboard can be supplied with 230 V if the internal battery is discharged.*

*If the secondary keyboard is used for managing individual player fouls, it is controlled by the main keyboard. Connect the secondary keyboard to the main keyboard before starting up the main keyboard. Proceed in the same way if the 24-35 seconds (Basketball or Water-polo) keyboard is used and connect it to the main keyboard.*

## 4.1 How to set the Time/Temperature display parameters

1/ Press the TIME (1) key to display time and temperature on the scoreboard.

*The clock is internal to the scoreboard, therefore the scoreboard can be left switched on and the time displayed even if the keyboard is switched off. The time is saved during a power outage. The displayed temperature is the temperature taken at the main scoreboard. The temperature probe is external to the scoreboard. The time an temperature are diplayed alternatively.*

2/ Press again the TIME (1) key to return to match mode.

***How to set the time***

/ Press the TIME (1) key to display time and temperature on the scoreboard.

2/ Press the CORRECTION (9) key.

*The keyboard minutes display blinks.*

3/ Use the RIGHT/LEFT (13) keys to select the minutes and the +/- (13) keys to change the value.

4/ Use the RIGHT/LEFT (13) keys to select the hours and the +/- (13) keys to change the value.

5/ Press again the CORRECTION (9) key to return to match mode. The clock starts at second 0..

*A temperature offset can be set at installation time to take into account the difference of temperature between that on the floor and that at the scoreboard.*

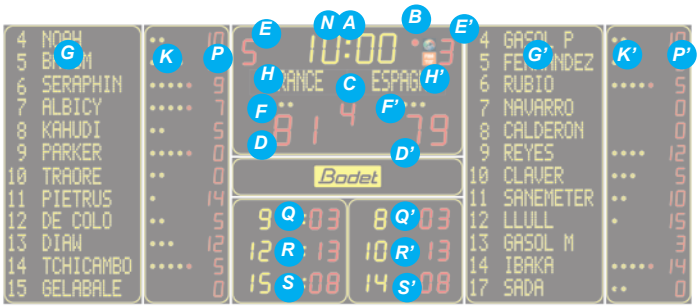
## 4.2 How is data saved

*HF radio and wiring versions: in the event of a power cut to the scoreboard, the HF keyboard stores all the information in its memory and the scoreboard display goes blank. When power is restored, the scoreboard displays again the information from the keyboard.*

## 4.3 Recommendation for use of the keyboard

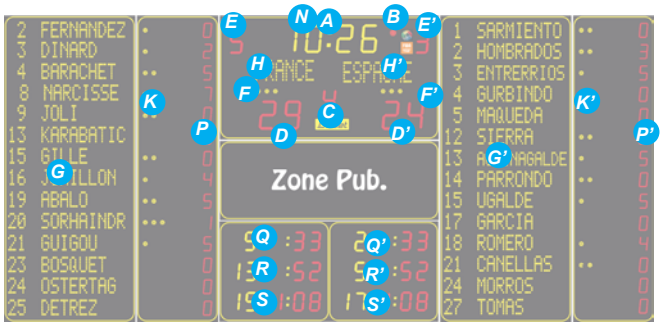
*Start a game with a fully charged battery or with the power adapter connected to the keyboard.*
*In the radio-controlled version, remember to charge the batteries after each use.*
*After a game disconnect the keyboard ad store it in its carrying bag. The scoreboard automatically switches to Time and Temperature display mode.*

BT6730 Alpha 12P H10



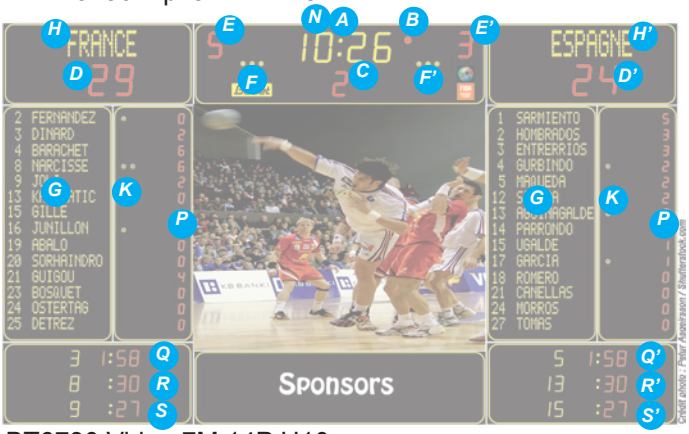
BT6730 Alpha 12P H15

BT6730 Alpha 14P H10



BT6730 Alpha 14P H15

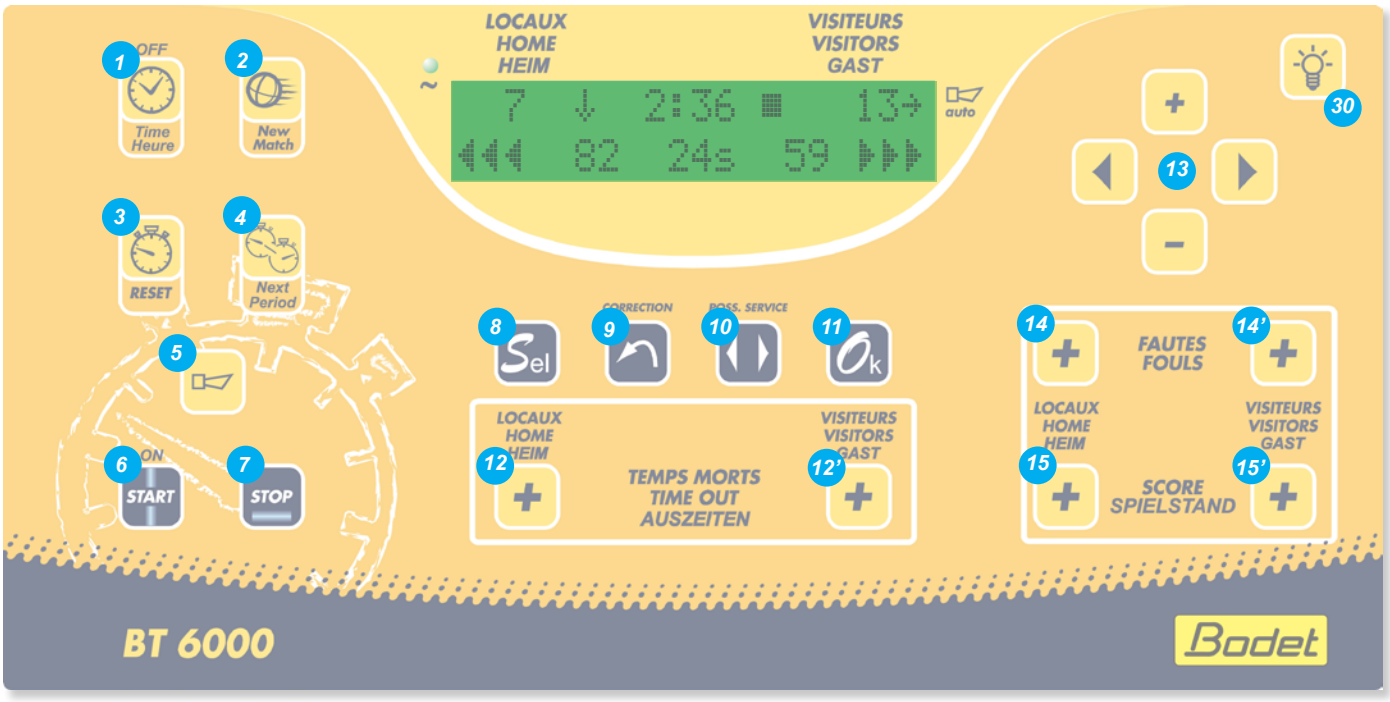
BT6730 Video 7M 12P H10



BT6730 Video 7M 14P H10

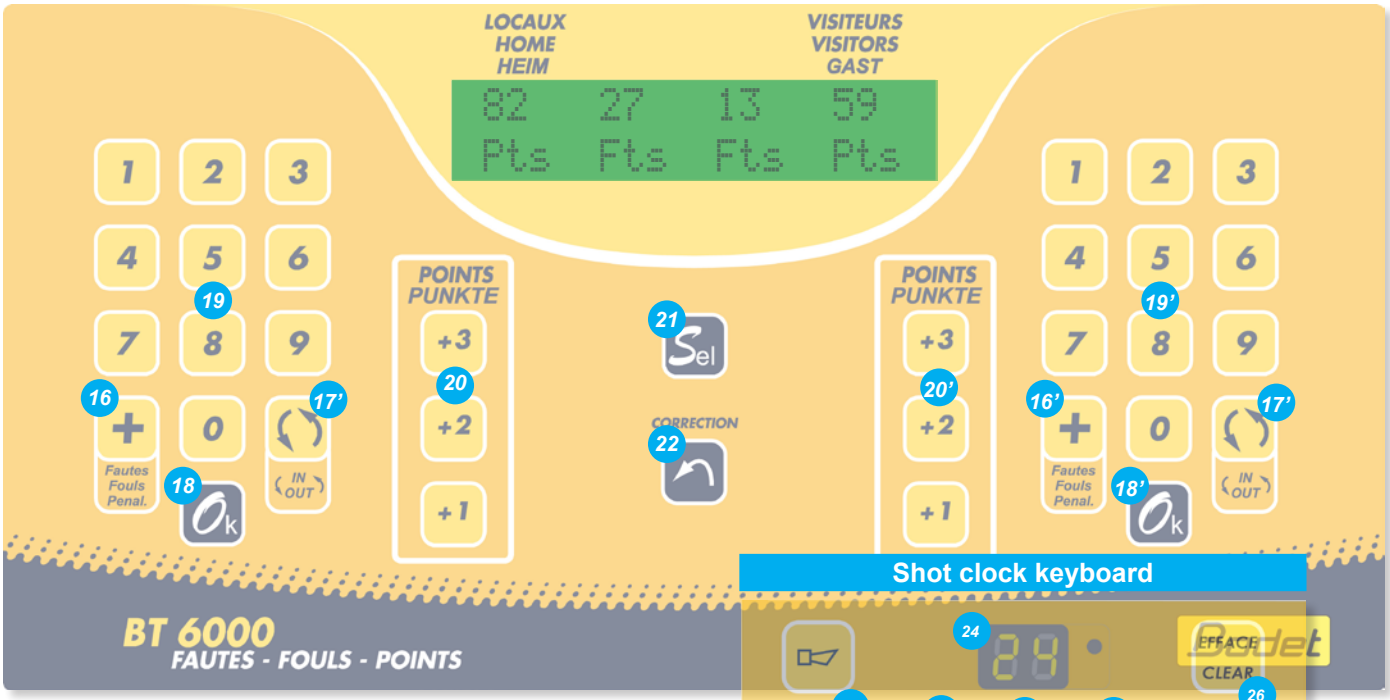
| Designation | Index |
|---|---|
| Minute-second timer (1/10 of a second display in the last minute).<br>Countdown of intervals of play.<br>Local time. | A |
| Timer stopped indicator. | B |
| Period number (E for extra time). | C |
| Scores from 0 to 999 HOME/VISIT. | D and D’ |
| Team fouls HOME/VISIT. Reset to zero between the game periods. | E and E’ |
| 3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods. | F and F’ |
| Players numbers and names. | G and G’ |
| Team names. | H and H’ |
| Brief display of last player foul HOME/VISIT (player’s number/number of fouls). | I and I’ |
| Time out countdown HOME/VISIT. | J and J’ |
| Player fouls and points HOME/VISIT. | K and K’ |
| Possession time countdown. 1/10 of a second display in the last second. | N |
| Score per player. | P and P’ |
| Brief display of last player foul HOME/VISIT (player’s number/number of fouls). | Q and Q’ |
| Brief display of last player foul HOME/VISIT (player’s number/number of fouls). | R and R’ |
| Brief display of last player foul HOME/VISIT (player’s number/number of fouls) or time-out countdown | S and S’ |

## Main kayboard




| Designation | Index |
|---|---|
| Time display or match mode when key is pressed. | 1 |
| Start a new match if hold down > 3 s. | 2 |
| Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls. | 3 |
| Go to the next time period (a time period can be either playing time or time break or time before the match). | 4 |
| Activates or stop the horn immediately. Press duration = horn duration. | 5 |
| Start the timer. | 6 |
| Stop the timer. | 7 |
| Access to the sport configuration. | 8 |
| Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode. | 9 |
| Ball possession allocation. | 10 |
| In match mode : restart new match if hold down > 3 s. In sport configuration : validate the parameters and exit. | 11 |
| Time out allocation HOME/VISIT. Automatic stop at the end of the countdown or when a relevant key is pressed. | 12 and 12’ |
| Navigation keys. Before starting a match, + and – keys enable modification of the playing time. | 13 |
| Team foul allocation HOME/VISIT. | 14 and 14’ |
| Add 1 point to the scores HOME/VISIT (inactive when a secondary keyboard is connected). | 15 and 15’ |
| Luminosity adjustment of scoreboard and possession time display. | 30 |

## Secondary keyboard




## Shot clock keyboard

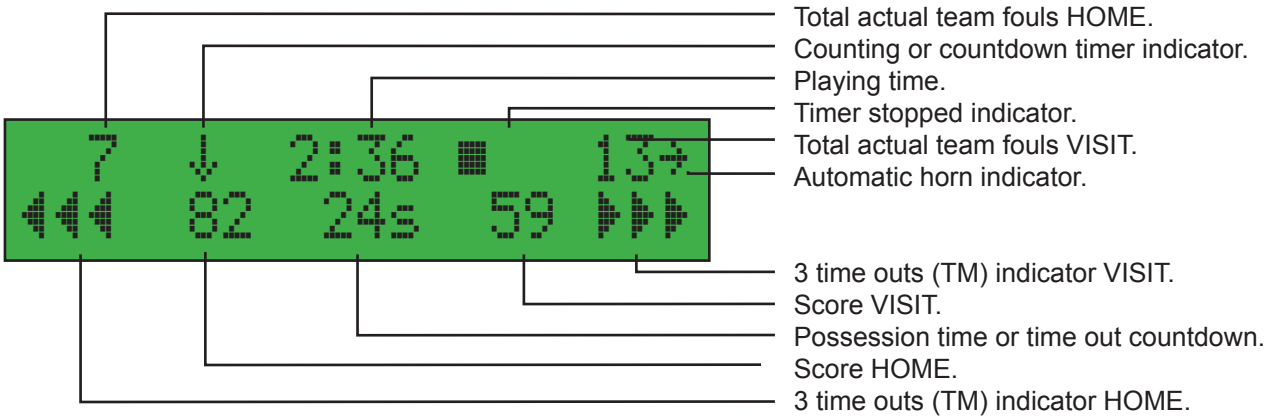
| Designation | Index |
|---|---|
| Activates or stops instantaneously the horn. Press duration = horn duration. | 5 |
| Player foul allocation HOME/VISIT. | 16 and 16’ |
| Unused. | 17 and 17’ |
| Validate (foul, score…) | 18 and 18’ |
| Numeric keypad to enter player’s number. | 19 and 19’ |
| Add 1, 2 or 3 point to the scores HOME/VISIT. | 20 and 20’ |
| Player’s statistics. | 21 |
| Correction mode: pressing the key the display flashes. Having made the correction, press the key to return to normal mode. | 22 |
| Start/Stop the possession time. | 23 |
| Display of the possession time and Start/Stop LED indicator. | 24 |
| Reset to 24 s of the possession time. | 25 |
| Clear the display of the possession time (if possession time timer is stopped). | 26 |
| Increase the ball possession time in correction mode (90 s max.). | 27 |
| Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode. | 28 |
| Decrease the ball possession time in correction mode. | 29 |
| Reset to 14 s of the possession time. | 32 |

*The SCORE (15) (15’) and FOULS (14) (14’) keys of the main keyboard are then inactive.*

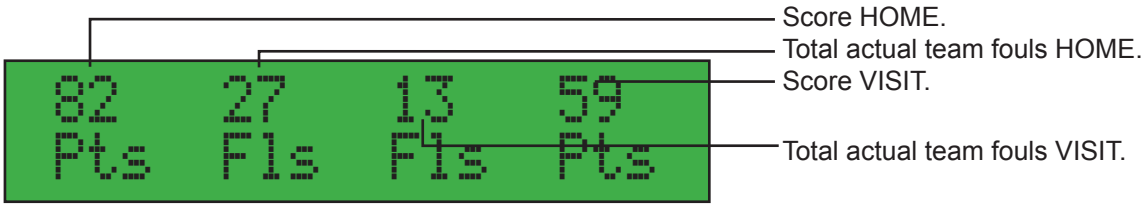
| Sport rules | Designation |
|---|---|
| Basketball FIBA:4x10 24sec | Game with 4x10minute periods – 24 seconds possession time – Total team fouls 5 per period – 2 time outs for the first half time and 3 for the second – 1 time out per period of extra time - Rest time 0 minute - 5 minutes extra time - time out per period of extra time - Rest time 0 minute - 5 minutes extra time - International matches – Pro A and Pro B Nationals – National 1, 2 and 3. |
| Basketball 2x20 24sec | Game with 2x20minute periods – 24 seconds possession time – Total team fouls 8 per period – 3 time outs per period of 1 minute – Rest time 0 minute – Regional matches. |
| Basketball 2x16 24sec | Game with 4x6minute periods – 24 seconds possession time – Total team fouls 5 per period – 2 time outs per period – Rest time 0 minute – Young person's matches. |
| Basketball 6 x 4min | Game with 6x4minute periods – 24 seconds possession time – Total team fouls 5 per period – 3 time outs per period – Rest time 0 minute – Young person's matches. |
| Basketball 2x 2 + 6x 4 | 2x2 minute periods before the match – Game with 6x4minute periods – 24 seconds possession time – Total team fouls 5 per period – 3 time outs per period – Rest time 0 minute – Young person's matches. |

*All these parameters are modifiable with the configuration programme for each type.*

## Main keyboard LCD display




## Secondary keyboard VDU




## Between the game periods

– Reset to zero of total team fouls.
– Reset to zero of time out indicators.
– Countdown the interval of play if programmed (Replace the timer). The timer stopped indicator is active.

*N.B.: rest time can be stopped during the working out by pressing on STOP key and the time outs on TIME OUT key corresponding. At the end of working out of those times, the game timer does not start up automatically. Start up by pressing START key.*

## Configuration menu per sport

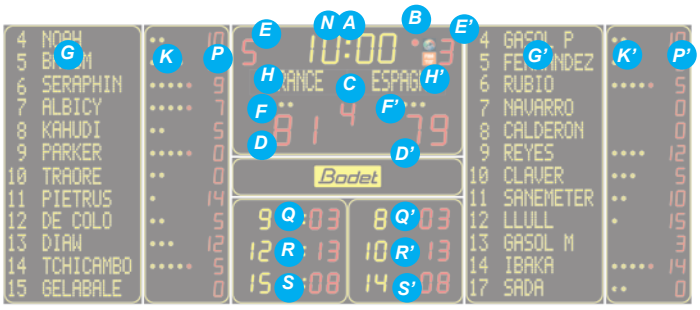
The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters.
- Press the LEFT (13) key to scroll up.
- Press the OK (11) key to save the new parameters and return to the display of the match.

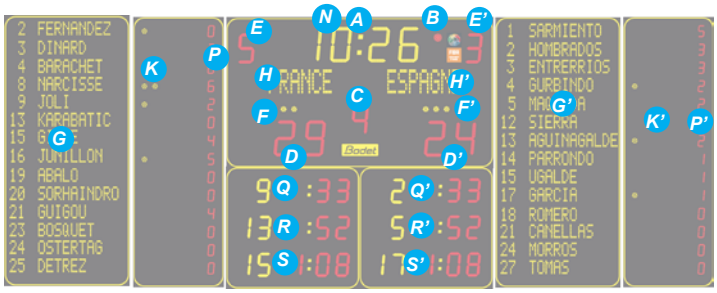
| Rule 1 | Rule 2 | Rule 3 | Rule 4 | Parameters | Description |
|---|---|---|---|---|---|
| Shot timer duration : 24 sec | 24 sec | 24 sec | - | 1 to 99 seconds | Duration of ball possession time. |
| Shot timer end stp game : No | No | No | - | Yes or No | Countdown to 0 for possession time either stops or does not stop the main timer. |
| Shot timer 1/10th : No | No | No | - | Yes or No | If YES, the last second of possession time displays on the shot timer. |
| Backboard light. end of period : Yes | Yes | Yes | - | Yes or No | If YES, the backboard perimeter red LED strip (if present) will light at the end of each period. |
| Backboard light. end of 24s : No | No | No | - | Yes or No | If YES, the yellow LED strip (if present) will light at the end of each period. |
| Duration before game : 0 min | 0 min | 0 min | - | 0 to 90 minutes | If = 0, no automatic countdown.<br>If > 0, the board will count down the programmed period, once the sport has been validated.<br>Press “Start” to launch this countdown. |
| Horn before game play : 0 min | 0 min | 0 min | - | 0 to 90 minutes | Allow to signal with a short warning blast the next start of match. If = 0, no horn. |
| Period Number /game : 4 | 2 | 2 | 6 | 1 to 9 periods | Match with 1 to 9 periods. |
| Period duration /game : 10 min | 20 min | 16 min | 4 min | 1 to 50 minutes | Duration of game periods. |
| Auto time break duration : 0:00sec | 0 min | 0 min | 0 min | 0 to 90 minutes | If = 0, no automatic countdown.<br>If > 0 the board will count down automatically the programmed time to the end of the period. |
| Horn before time brk end : 0 sec | 0 sec | 0 sec | 0 sec | 0 to 50 seconds | If = 0, no automatic horn.<br>If > 0, signal with a short blast the next start of match. |
| Half time duration : 0 min | 0 min | 0 min | 0 min | 0 to 90 minutes | Programme the duration time if different from 15.<br>If = 0, no automatic interval. |
| Extra time duration : 5 min | 5 min | 5 min | 5 min | 1 to 50 minutes | Selection of extra time period of match if there is a tie. A extra time of 5 minutes repeatable if there is a tie. |
| Team foul maxi cumul. : 5 | 8 | 8 | 8 | 1 to 9 | Selection of maximum number of fouls cumulated. |
| Individual foul number : 5 | 5 | 5 | 5 | 1 to 6 | Choose limiting 1 to 6 individual player fouls before sending off The 6th foul is only visible on the keyboard screen). |
| Time out duration : 60 sec | 60 sec | 60 sec | 60 sec | 1 to 99 seconds | Choose the duration of time out. |
| Auto horn time out end : No | No | No | No | Yes or No | If YES, the horn’s ringing automatically at each end of time out. |
| Horn before time out end : 10 sec | 10 sec | 10 sec | 10 sec | 0 to 99 seconds | If = 0, no automatic horn.<br>If > 0, signal with a short blast at the next end of time out. |
| Time out 30 sec. : No | Non | Non | Non | Yes or No | If YES, the horn will sound automatically at the end of each timeout. |
| Player’s number HOME 4 : 4 | 4 | 4 | 4 | 1 to 99 | Number of the 4th player. |
| Player’s number GUEST 15 : 15 | 15 | 15 | 15 | 1 to 99 | Number of the 15th player. |
| Score per player : No | No | No | No | Yes or No | If YES, the function point per player is active.<br>If NO, the function point per player is no active. |
| Horn duration : 5 sec | 5 sec | 5 sec | 5 sec | 0 to 5 seconds | If = 0, no automatic horn.<br>If > 0, limit the duration of the horn’s ringing for reduce the sound level in the room. |
| Keep display result : 30sec | 30 sec | 30 sec | 30 sec | 10 to 60 seconds by step of 10 | Maintains display of the last period for a programmable time if the rest time is not programmed. |
| Factory data load : No | No | No | No | Yes or No | If YES, reload the values of parameters as provided on putting the display board into service. |

| Rule 5 (mini-basket) | Parameters | Description |
|---|---|---|
| Nb period before game : 2 | 0 to 9 periods | Number of periods before the match. |
| Duration before game : 2 min | 0 to 90 minutes | Period duration before the match. |
| Period Number /game : 6 | 1 to 9 periods | Match with 1 to 9 periods. |
| Period duration /game : 4 min | 1 to 50 minutes | Duration of game periods. |
| Auto time break duration : 0 min | 0 to 90 minutes | If = 0, no automatic countdown.<br>If > 0 the board will count down automatically the programmed time to the end of the period. |
| Horn before time brk end : 0 sec | 0 to 50 seconds | If = 0, no automatic horn.<br>If > 0, signal with a short blast the next start of match. |
| Half time duration : 0 min | 0 to 90 minutes | Programme the duration time if different from 15.<br>If = 0, no automatic interval. |
| Extra time duration : 5 min | 1 to 50 minutes | Selection of extra time period of match if there is a tie. A extra time of 5 minutes repeatable if there is a tie. |
| Team foul maxi cumul. : 8 | 1 to 9 | Selection of maximum number of fouls cumulated. |
| Individual foul number : 5 | 1 to 6 | Choose limiting 1 to 6 individual player fouls before sending off. |
| Time out duration : 60 sec | 1 to 99 seconds | Choose the duration of time out. |
| Horn before time out end : 10 sec | 0 to 99 seconds | If = 0, no automatic horn.<br>If > 0, signal with a short blast at the next end of time out. |
| Horn duration : 5 sec | 0 to 5 seconds | If = 0, no automatic horn.<br>If > 0, limit the duration of the horn's ringing for reduce the sound level in the room. |
| Keep display result : 30sec | 10 to 60 seconds by step of 10 | Maintains display of the last period for a programmable time if the rest time is not programmed. |
| Factory data load : No | Yes or No | If YES, reload the values of parameters as provided on putting the display board into service. |

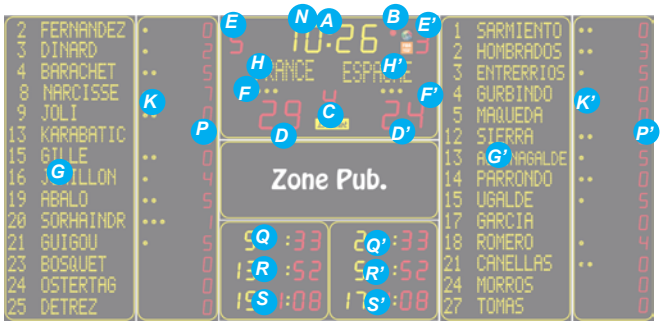
BT6730 Alpha 12P H10




BT6730 Alpha 12P H15

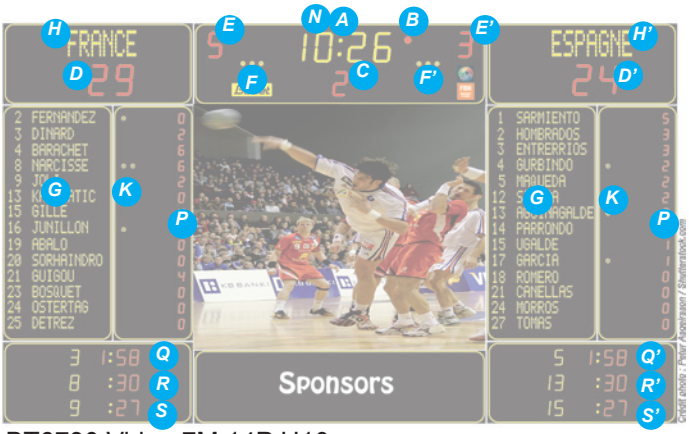



BT6730 Alpha 14P H10




BT6730 Alpha 14P H15

BT6730 Video 7M 12P H10




BT6730 Video 7M 14P H10

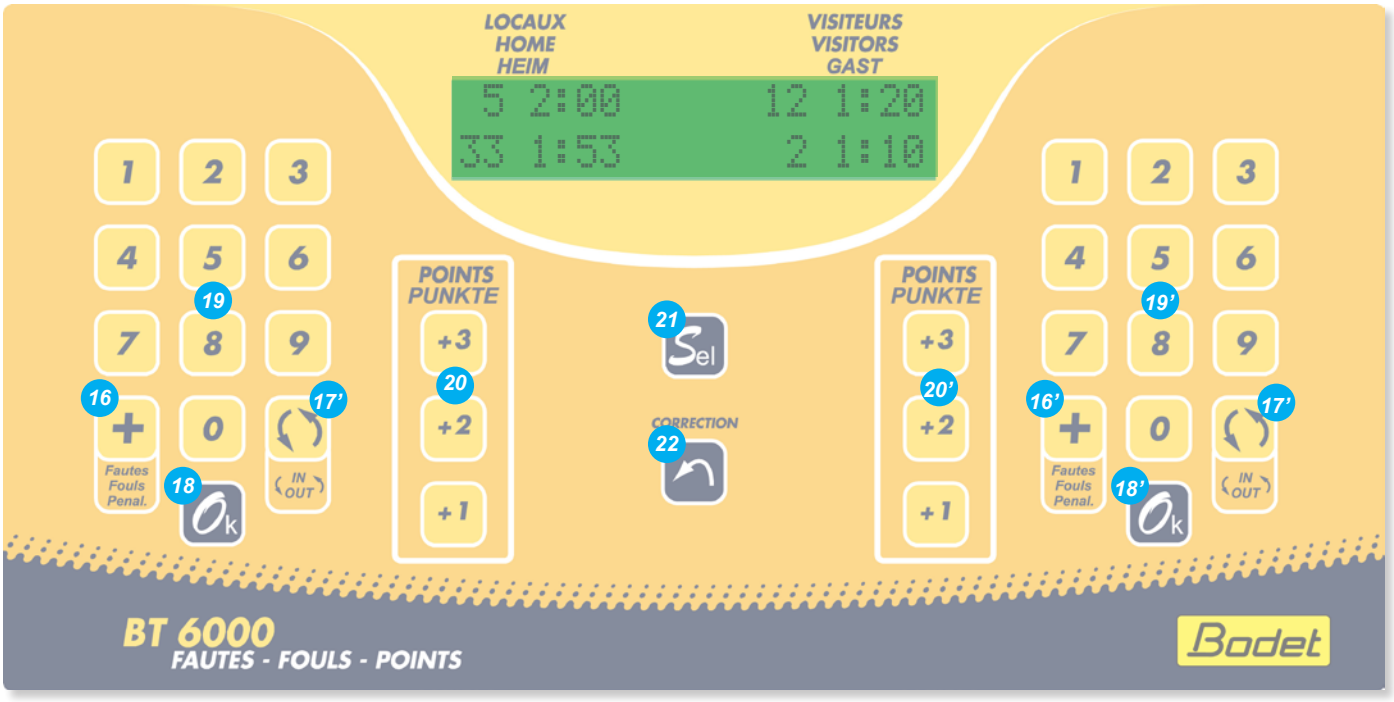
| Designation | Index |
|---|---|
| Minute-second timer. Countdown of intervals of play. Local time | A |
| Timer stopped indicator. | B |
| Period number (E for extra time). | C |
| Scores from 0 to 999 HOME/VISIT. | D and D’ |
| Number of penalties. 1 dash by penalty. | E and E’ |
| 3 time out indicators HOME/VISIT (flashing during time out countdown).<br>Reset to zero between the game periods. | F and F’ |
| Team names. | H and H’ |
| First penalty countdown HOME/VISIT. | I and I’ |
| Second penalty countdown HOME/VISIT. | J and J’ |
| Unused | P and P’ |
| First penalty countdown with player number HOME/VISIT. | Q and Q’ |
| Second penalty countdown with player number HOME/VISIT. | R and R’ |
| Third penalty countdown with player number HOME/VISIT. | S and S’ |

*(*) Even if the scoreboard cannot display the penalty countdown the information is visible on the keyboard.*

## Main keyboard

| Designation | Index |
|---|---|
| Time display or match mode when key is pressed. | 1 |
| Start a new match if hold down > 3 s. | 2 |
| Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls. | 3 |
| Go to the next time period (a time period can be either playing time or time break or time before the match). | 4 |
| Activates or stop the horn immediately. Press duration = horn duration. | 5 |
| Start the timer. | 6 |
| Stop the timer. | 7 |
| Access to the sport configuration. | 8 |
| Correction mode: pressing the key the display flashes. Having made the correction, press the key to return to normal mode. | 9 |
| Unused. | 10 |
| In match mode: restart new match if hold down > 3 s.<br>In sport configuration: validate the parameters and exit. | 11 |
| Time out allocation HOME/VISIT. Automatic stop at the end of the countdown or when a relevant key is pressed. | 12 and 12' |
| Navigation keys. Before starting a match, + and – keys enable modification of the playing time. | 13 |
| Penalty allocation HOME/VISIT (inactive when a secondary keyboard is connected).<br>Press simultaneously the 2 relevant keys to allocate simultaneously one penalty to each team. | 14 and 14' |
| Add 1 point to the scores HOME/VISIT (inactive when a secondary keyboard is connected). | 15 and 15' |
| Luminosity adjustment of scoreboard and possession time display. | 30 |

## Secondary keyboard



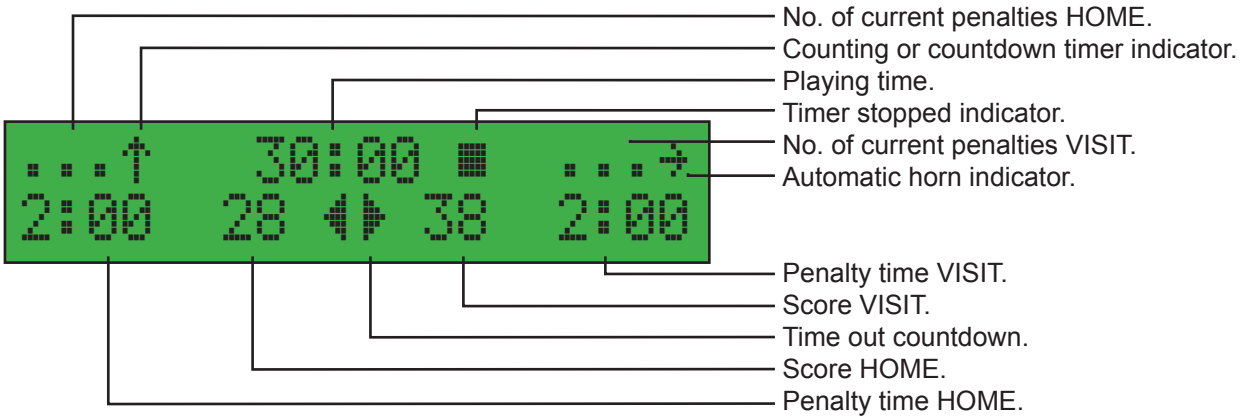

| Designation | Index |
|---|---|
| Penalty allocation Home/Visit. | 16 and 16’ |
| Unused. | 17 and 17’ |
| To validate a penality. | 18 and 18’ |
| Numeric keypad to enter player’s number and duration of a penality. | 19 and 19’ |
| Add 1, 2 or 3 point to the scores HOME/VISIT. | 20 and 20’ |
| Unused. | 21 |
| Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode. | 22 |

*The SCORE (15) (15’) and FOULS (14) (14’) keys of the main keyboard are then inactive.*

| Sport rules | Designation |
|---|---|
| Handball<br>1:2x 0-30 | Game in 2 periods from 0 to 30 minutes - Timer reset at the end of the first period - Time out per period – Rest time 10 min. - 2 extra time of 5 minutes - automatic horn. |
| Handball<br>2:2x0-30/30-60/. | Game with 2x30 minute periods - The timer displays 0-30 minutes then 30-60 minutes - Time out per period – Rest time 10 min. - 2 extra times of 5 minutes - automatic horn. |
| Handball<br>3:2x 0-25 | Game in 2 periods from 0 to 25 minutes - Timer reset at the end of the first period - Time out per period – Rest time 10 min. - 2 extra time of 5 minutes - automatic horn. |
| Handball<br>4:2x 0-20 | Game in 2 periods from 0 to 20 minutes - Timer reset at the end of the first period - Time out per period – Rest time 10 min. - 2 extra time of 5 minutes - automatic horn. |

*All these parameters are modifiable with the configuration programme for each type.*

## Main keyboard LCD Display




## Between the game periods

– Report of current penalty times.
– Reset to zero of time out indicators.
– Countdown the rest time if programmed (Replace the timer). The timer stopped indicator is active.

*N.B.: rest time can be stopped during the working out by pressing on STOP key and the time outs on TIME OUT key corresponding. At the end of working out of those times, the game timer does not start up automatically. Start up by pressing START key.*

## Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

| Rule 1 | Rule 2 | Rule 3 | Rule 4 | Parameters | Description |
|---|---|---|---|---|---|
| Period Number /Game : 2 | 2 | 2 | 2 | 1 to 9 periods | Selection of the maximum number of periods per match. |
| Period duration /Game : 30 min | 30 min | 25 min | 20 min | 1 to 90 minutes | Duration of game periods. |
| Count-up timer : Yes | Yes | Yes | Yes | Yes or No | If YES, count-up timer.<br>If No, count-down timer. |
| Auto horn end of period : Yes | Yes | Oui | Oui | Yes or No | Allow to choose if an automatic horn must ring at the end of the period count down. |
| Reset timer at period 2 : Yes | No | Oui | Oui | Yes or No | Allow to restart the timer in second period to the display 0:00 minutes or the time of the end's first period. |
| Extra time duration : 5 min | 5 min | 5 min | 5 min | 1 to 90 minutes | Extra time period of match if there is a tie. 1 extra time of 5 minutes repeatable if there is a tie. |
| Time out duration : 60 sec | 60 sec | 60 sec | 60 sec | 1 to 99 seconds | Time out duration. |
| Reset time out / periode : Yes | Yes | Yes | Yes | Yes or No | If YES, reset of time out at the each period.<br>If No, not reset of time out at the each period |
| Horn before time out end : 10 sec | 10 sec | 10 sec | 10 sec | 0 to 99 seconds | If = 0, no automatic horn<br>If > 0, signal with a short blast at the next end of time out. |
| Penalty number /period : 2 | 2 | 2 | 2 | 1 to 3 | Number of penalties per team managed on the scoreboard. |
| Penalty duration : 120 sec | 120 sec | 120 sec | 120 sec | 1 to 990 seconds by step of 10 | Penalty duration in seconds per player; 2 minutes that is to say 120 seconds (this duration is not considered when a secondary keyboard is connected). |
| Penality on timer ON : No | No | No | No | Yes or No | If yes: allows to throw a hanging penalty while the chronometer is in progress.<br>If no: allows to throw a penalty only when the chrono-meter is stopped. |
| Player's number HOME 1 : 1 | 1 | 1 | 1 | 1 to 99 | Number of the 1th player. |
| Player's number GUEST 15 : 15 | 15 | 15 | 15 | 1 to 99 | Number of the 15th player. |
| Score per player : No | No | No | NO | Yes or No | If YES, start uo of the score per player.<br>If NO, this function is off. |
| Horn duration : 5 sec | 5 sec | 5 sec | 5 sec | 0 to 5 seconds | If = 0, no automatic horn.<br>If > 0, limit the duration of the horn's ringing for reduce the sound level in the room. |
| Keep display result : 30sec | 30 sec | 30 sec | 30 sec | 10 to 60 seconds by step of 10 | Maintains display of the last period for a programmable time if the break time is not counted down. |
| Factory data load : No | No | Non | Non | Yes or No | If YES, reload the values of parameters as provided on putting the display board into service. |

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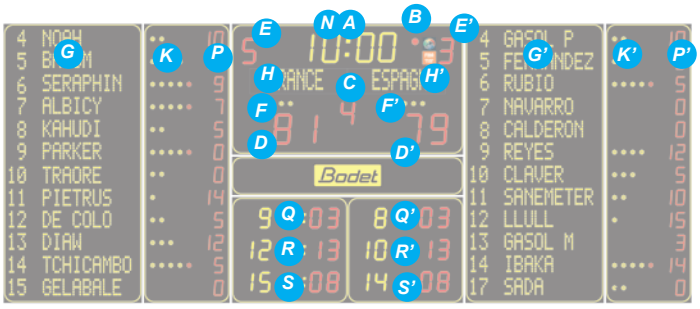
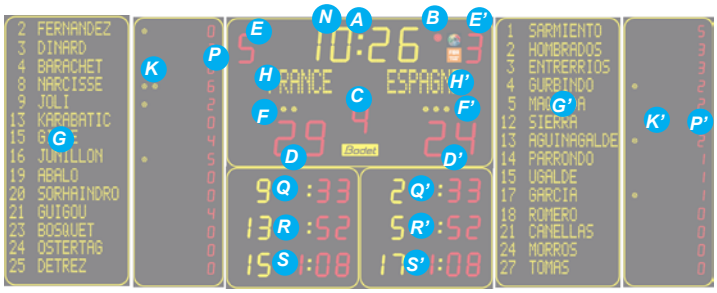
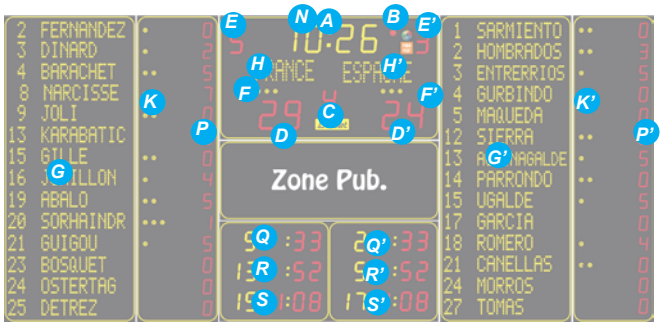


BT6730 Alpha 12P H15

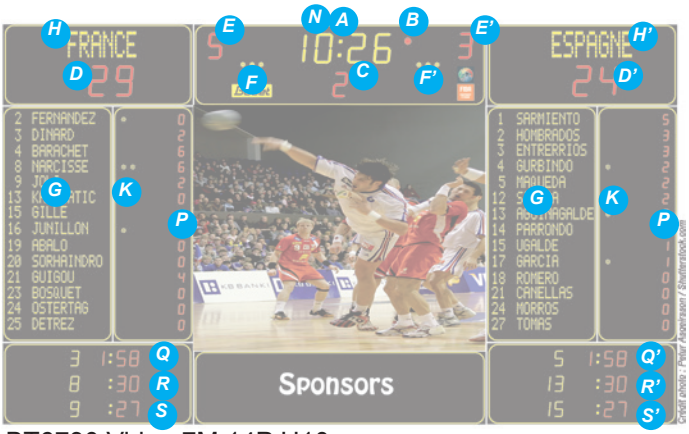


BT6730 Alpha 14P H10



BT6730 Alpha 14P H15

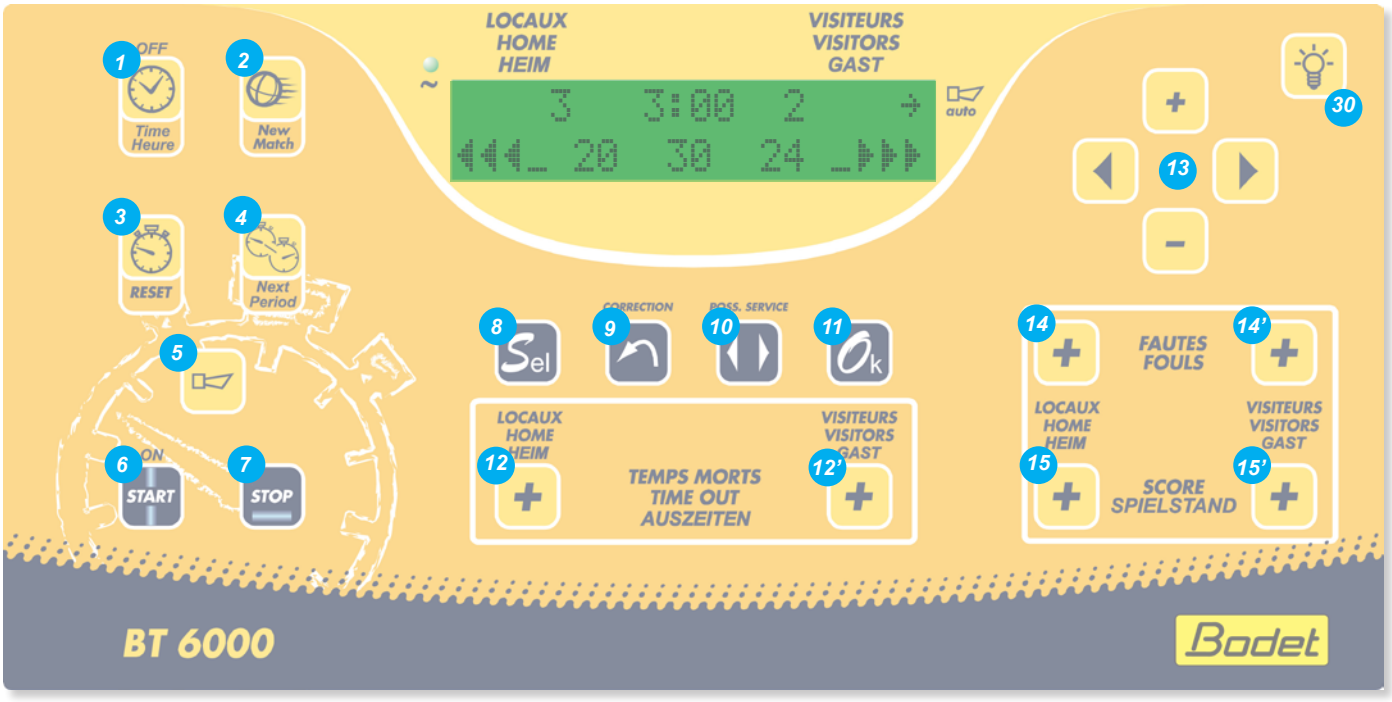
BT6730 Video 7M 12P H10



BT6730 Video 7M 14P H10

| Designation | Index |
|---|---|
| Number of sets won or countdown of intervals of play or countdown of time outs. | A |
| Unused. | B |
| Number of the set under way. | C |
| Scores and service indicator HOME/VISIT. | D and D’ |
| Number of sets won. Information displayed during an rest time or a time out. | E and E’ |
| 3 free time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods. Technical time outs are not displayed. | F and F’ |
| Team names. | H and H’ |
| Results of previous sets HOME/VISIT. | I and I’ |
| Results of previous sets HOME/VISIT. | J and J’ |
| Unused. | K and K’ |
| Unused. | P and P’ |
| Results of previous sets HOME/VISIT. | Q and Q’ |
| Results of previous sets HOME/VISIT. | R and R’ |
| Results of previous sets HOME/VISIT. | S and S’ |

## Main keyboard

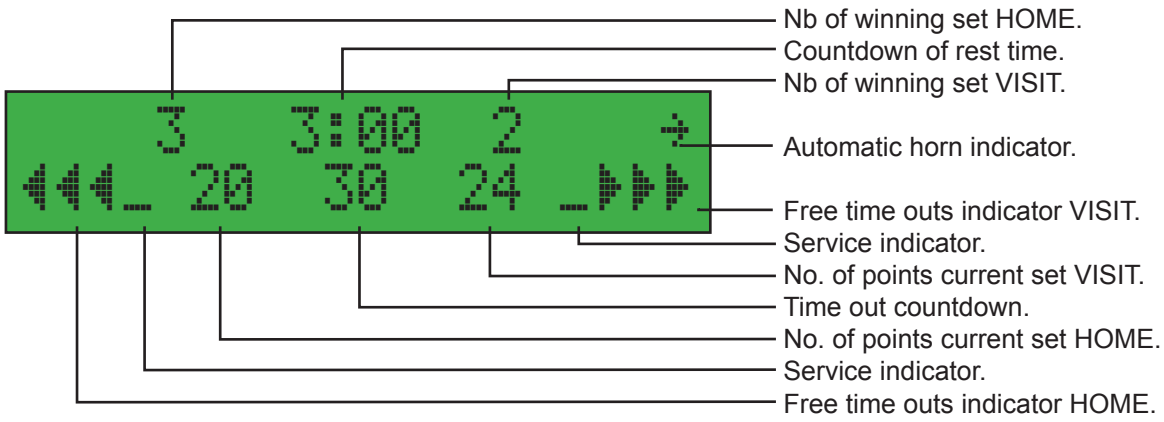



| Designation | Index |
|---|---|
| Time display or match mode when key is pressed. | 1 |
| Start a new match if hold down > 3 s. | 2 |
| Unused. | 3 |
| Go to the next set. The score is then 0 - 0. | 4 |
| Activates or stop the horn immediately. Press duration = horn duration. | 5 |
| Unused. | 6 |
| Unused. | 7 |
| Access to the sport configuration. | 8 |
| Correction mode: pressing the key the display flashes. Having made the correction, press the key to return to normal mode. | 9 |
| Service allocation HOME/VISIT. | 10 |
| In match mode: restart new match if hold down > 3 s.<br>In sport configuration: validate the parameters and exit. | 11 |
| Free time out allocation HOME/VISIT. Automatic stop at the end of the countdown or when a relevant key is pressed. | 12 and 12’ |
| Navigation keys. | 13 |
| Unused. | 14 and 14’ |
| Add 1 point to the scores HOME/VISIT. | 15 and 15’ |
| Luminosity adjustment of scoreboard and possession time display. | 30 |

| Sport rules | Designation |
|---|---|
| Volley-Ball<br>1: 5x25Pts 30sec | New Volleyball rules with 5 sets of 25 pts. “Continuous score” (3 winning sets) - The last set is 15 pts with 2 pts gap - 2 free Time outs (5 sets) of 30 sec. and 2 automatic Time outs at 8th and 16 th points (set 1 to 4). |
| Volley-Ball<br>2: 5x25Pts 30sec | Idem type 1 but with automatic rest time. |
| Volley-Ball<br>3: 3x15Pts 30sec | Old rules with 2 winning sets of 15 points with marking on service - Time out 30 seconds. |

*All these parameters are modifiable with the configuration programme for each type.*

## Main keyboard LCD display


3 3:00 2
20 30 24
Nb of winning set HOME.
Countdown of rest time.
Nb of winning set VISIT.
Automatic horn indicator.
Free time outs indicator VISIT.
Service indicator.
No. of points current set VISIT.
Time out countdown.
No. of points current set HOME.
Service indicator.
Free time outs indicator HOME.

## Between the game periods

– Reset to zero of time out indicators.
– Countdown the rest time if programmed.
– For international matches, the half - time duration of 3 minutes must be configured at 10 minutes.

*N.B.: rest time can be stopped during the working out by pressing on STOP key and the time outs on TIME OUT key corresponding. At the end of working out of those times, the game timer does not start up automatically. Start up by pressing START key.*

## Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

| Rule 1 | Rule 2 | Rule 3 | Parameters | Description |
|---|---|---|---|---|
| Nb of sets /game : 5 | 5 | 3 | 1 to 5 sets | Selection of the maximum number of set per match. |
| Nb of points /set : 25 | 25 | 15 | 1 to 99 points | Selection of the number of points per set for automatic allocation of the set if 2 points gap. |
| Nb of points for last set : 15 | 15 | 15 | 1 to 99 points | Selection of the number of points of the decisive set for allocation of the set if 2 points gap. |
| Auto time break duration : 3 min | 3 min | 3 min | 0 to 90 minutes | If = 0, no automatic countdown. If > 0, the board will count down automatically the programmed period at the end of the set. Press START to launch this countdown. |
| Half-time break duration : 3 min | 3 min | 3 min | 0 to 90 minutes | If = 0, no automatic countdown. If > 0, the board will count down automatically the programmed period at the end of the set. Press START to launch this countdown. |
| Horn before time brk end : 0 sec | 0 sec | 0 sec | 0 to 99 seconds | If = 0, no automatic horn. If > 0, signal with a short blast before the end of rest time. |
| Time out duration : 30 sec | 30 sec | 30 sec | 1 to 99 seconds | Selection technical or free time outs duration. In all cases, the time outs duration of the decisive set is 30 sec. |
| Horn before time out end : 0 sec | 0 sec | 0 sec | 0 to 99 seconds | If = 0, no automatic horn. If > 0, signal with a short blast at the next end of time out (between sets or half-time). |
| Horn duration : 5 sec | 5 sec | 5 sec | 0 to 5 seconds | If = 0, no automatic horn. If > 0, limit the duration of the horn's ringing for reduce the sound level in the room. |
| Tech timeout valid : Yes | Yes | Yes | Yes or No | If YES, the technical time out are automatically activated at points 8 and 16 (Set 1 to 4). |
| Tech timeout duration : 60 sec | 60 sec | 60 sec | 1 to 99 seconds | Choice of the technical time out duration. |
| Factory data load : No | No | No | Yes or No | If YES, reload the values of parameters as provided on putting the display board into service. |

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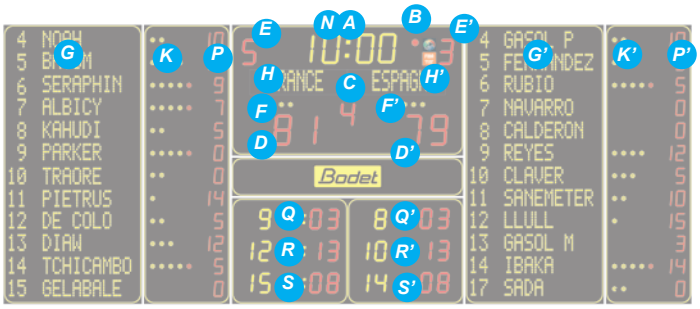
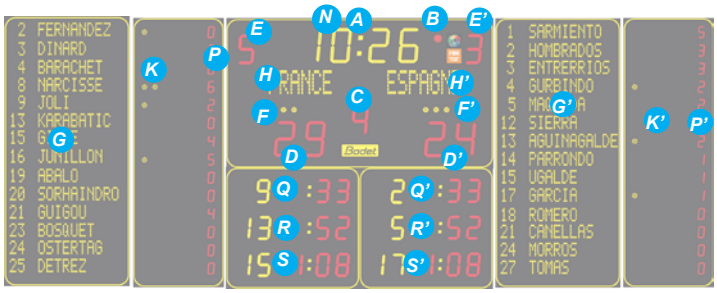
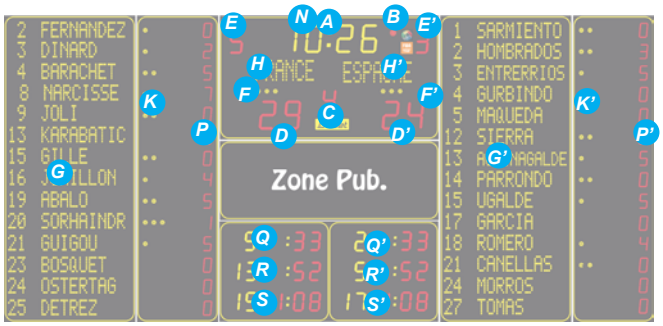


BT6730 Alpha 12P H15

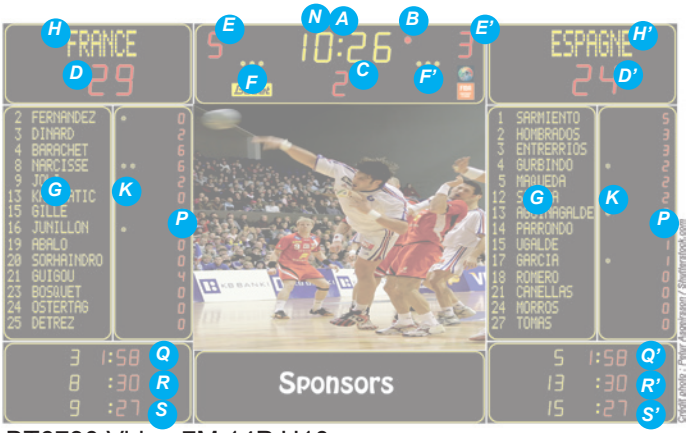


BT6730 Alpha 14P H10



BT6730 Alpha 14P H15

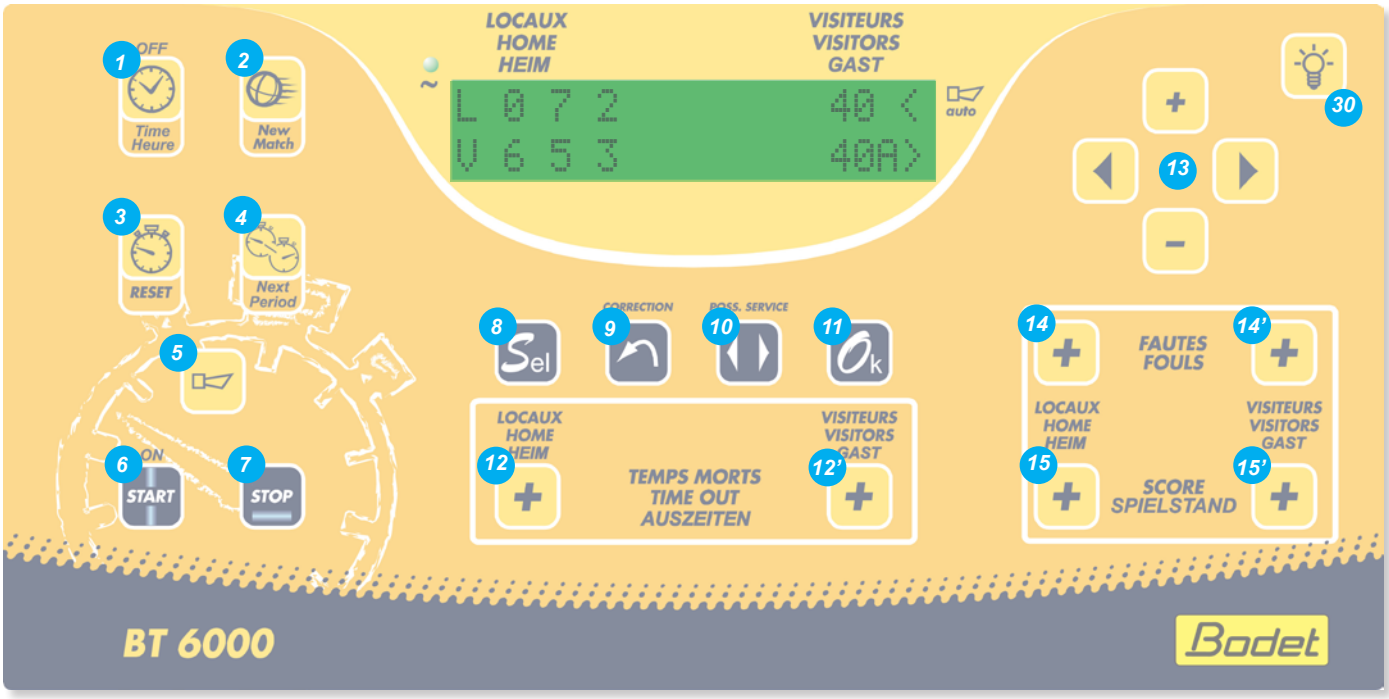
BT6730 Video 7M 12P H10



BT6730 Video 7M 14P H10

| Designation | Index |
|---|---|
| Number of sets won. | A |
| Unused. | B |
| Number of the set under way. | C |
| Points of the current game HOME/VISIT. Service indicator HOME/VISIT. | D and D’ |
| Number of sets won HOME/VISIT. | E and E’ |
| Unused. | F and F’ |
| Players’ names. | H and H’ |
| Results of previous sets HOME/VISIT. | I and I’ |
| Results of previous sets HOME/VISIT. | J and J’ |
| Unused. | K and K’ |
| Unused. | P and P’ |
| Results of previous sets HOME/VISIT. | Q and Q’ |
| Results of previous sets HOME/VISIT. | R and R’ |
| Results of previous sets HOME/VISIT. | S and S’ |

## Main keyboard

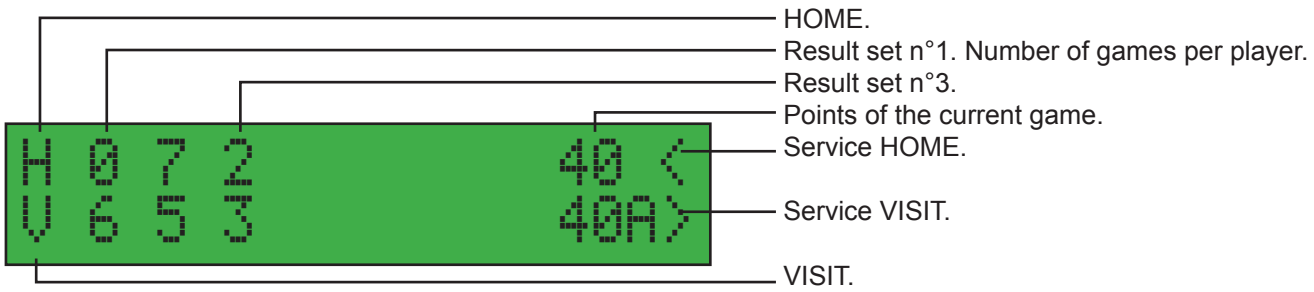



| Designation | Index |
|---|---|
| Time display or match mode when key is pressed. | 1 |
| Start a new match if hold down > 3 s. | 2 |
| Unused. | 3 |
| Go to the next set. The score is then 0 - 0. | 4 |
| Unused. | 5 |
| Unused. | 6 |
| Unused. | 7 |
| Access to the sport configuration. | 8 |
| Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode. | 9 |
| Service allocation HOME/VISIT. | 10 |
| In match mode: restart new match if hold down > 3 s.<br>In sport configuration: validate the parameters and exit. | 11 |
| 3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods. | 12 and 12’ |
| Navigation keys. | 13 |
| Unused. | 14 and 14’ |
| Add 1 point to the scores HOME/VISIT. | 15 and 15’ |
| Luminosity adjustment of scoreboard and possession time display. | 30 |

| Sport rules | Designation |
|---|---|
| Tennis<br>1:3Sets +Advant. | Match in 3 winning sets with Tie break and advantage's rule. |
| Tennis<br>2:5Sets +Advant. | Match in 5 winning sets with Tie break and advantage's rule. |
| Tennis<br>3:3Sets | Match in 3 winning sets with Tie break without advantage's rule. |

*All these parameters are modifiable with the configuration programme for each type.*

## Main keyboard VDU




## Between the game periods

- The scoreboard does not manage the total duration of the match.
- The service affectation must be managed manually with the service key.

## Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

| Rule 1 | Rule 2 | Rule 3 | Parameters | Description |
|---|---|---|---|---|
| Number of sets /game : 3 | 5 | 3 | 1 to 5 sets | Winning of the match in 2 sets or in 3 winning sets that is to say 3 or 5 sets maximum. |
| Tie break active : No | No | No | Yes or No | Management of the last set with or without Tie break (7 points).<br>If Tie Break Yes = winning of the match with 2 points gap(all the sets are in Tie break).<br>If Tie Break No = winning of the match at the last set with 2 games gap (the last sets are in Tie Break). |
| Decisive point rule : Yes | Yes | No | Yes or No | New attribution's mode of the game if equality 40/40.<br>If No : winning game with 2 points gap : 40/40 > Advantage > winning of the game.<br>If Yes : winning game with 1 point gap : 40/40 > winning game. No advantage point for the game's winning. |
| Super tie-break active : No | Yes | No | Yes or No | If YES, super tie-break ON<br>If No, super tie-break OFF. |
| Points in super tie-break : 10 | 10 | - | - | When the score is of a set everywhere. The first player to take away at least ten points with two points of gap wins the match. |
| Buzzer active : No | No | No | Yes or No | If Yes, activate the buzzer of the console. If No, deactivate the buzzer of the console during the match (the points attribution is quiet). |
| Factory data load : No | No | No | Yes or No | If YES, reload the values of parameters as provided on putting the display board into service. |

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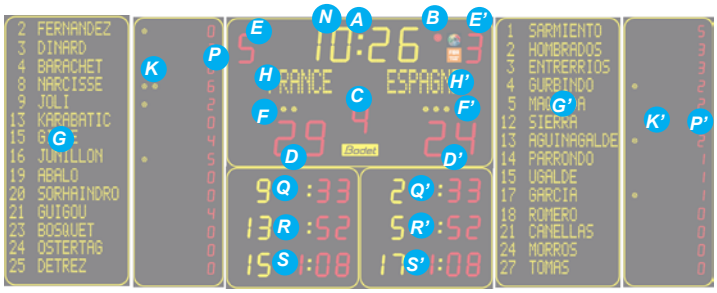
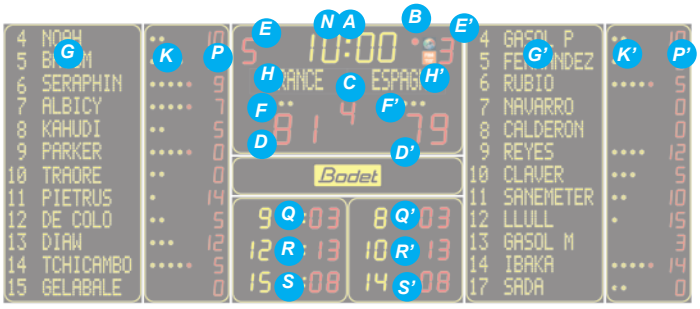
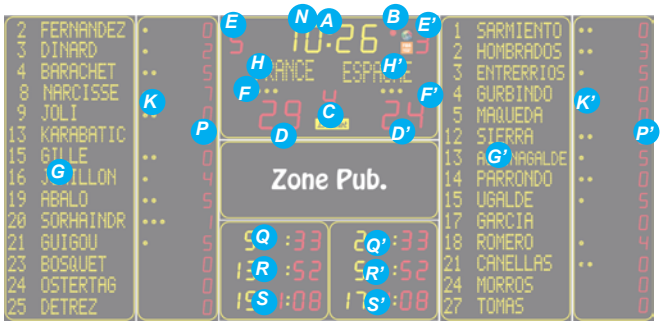



BT6730 Alpha 14P H10

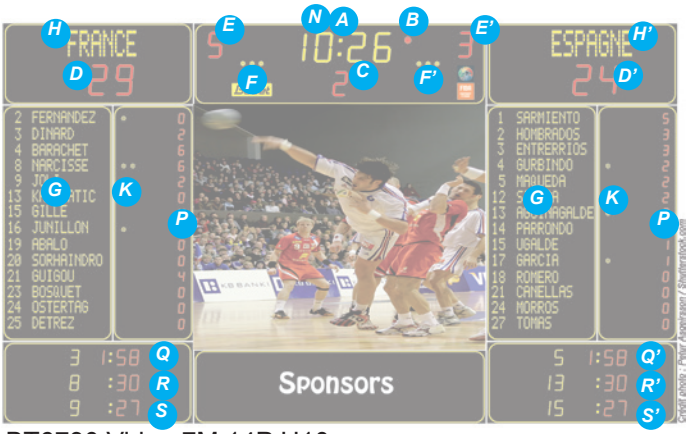
BT6730 Video 7M 12P H10




BT6730 Alpha 12P H15



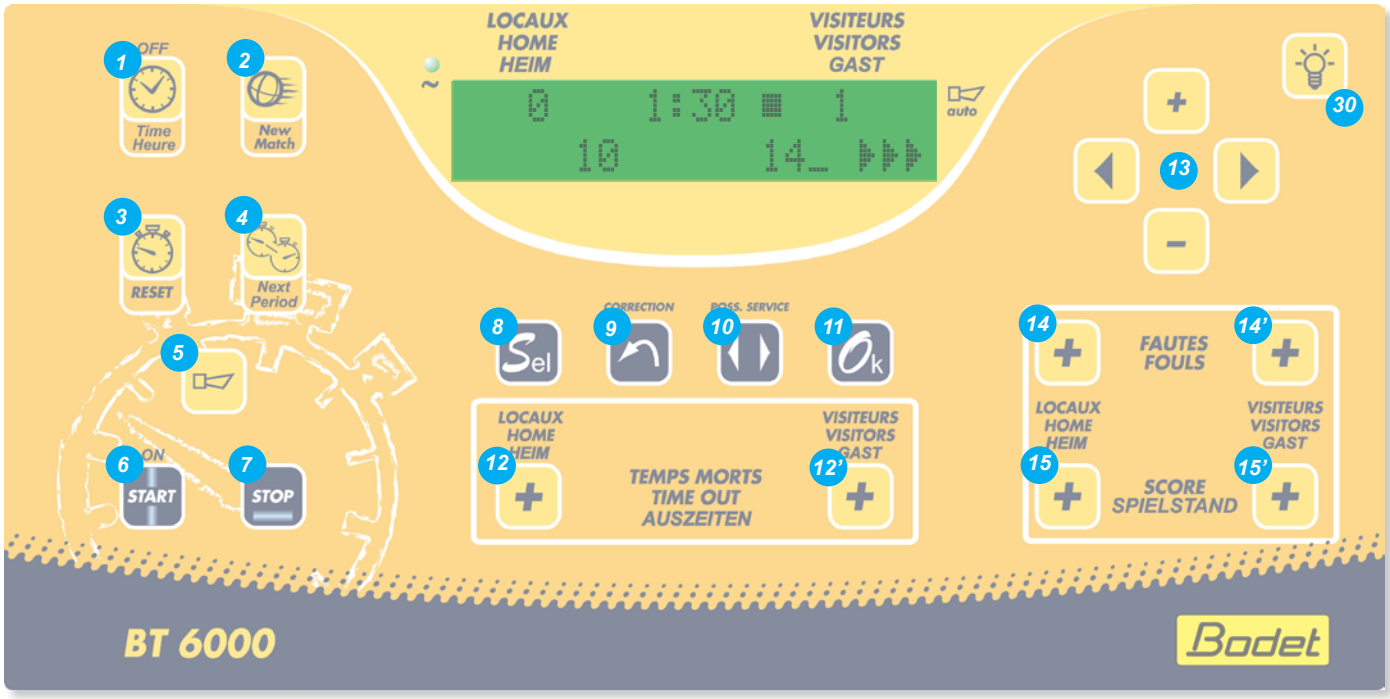

BT6730 Alpha 14P H15




BT6730 Video 7M 14P H10

| Designation | Index |
|---|---|
| Number of winning sets or rest time or playing time. | A |
| Unused. | B |
| Number of the current set 1 to 5. | C |
| Points current set LOC/VISIT. Service indicator LOC/VISIT. | D and D' |
| Number of winning set LOC/VISIT. | E and E' |
| Extra time 1 or 3 points. | F and F' |
| Players' names. | H and H' |
| Results of previous sets HOME/VISIT. | I and I' |
| Results of previous sets HOME/VISIT. | J and J' |
| Unused. | K and K' |
| Unused. | P and P' |
| Results of previous sets HOME/VISIT. | Q and Q' |
| Results of previous sets HOME/VISIT. | R and R' |
| Results of previous sets HOME/VISIT. | S and S' |

## Main keyboard

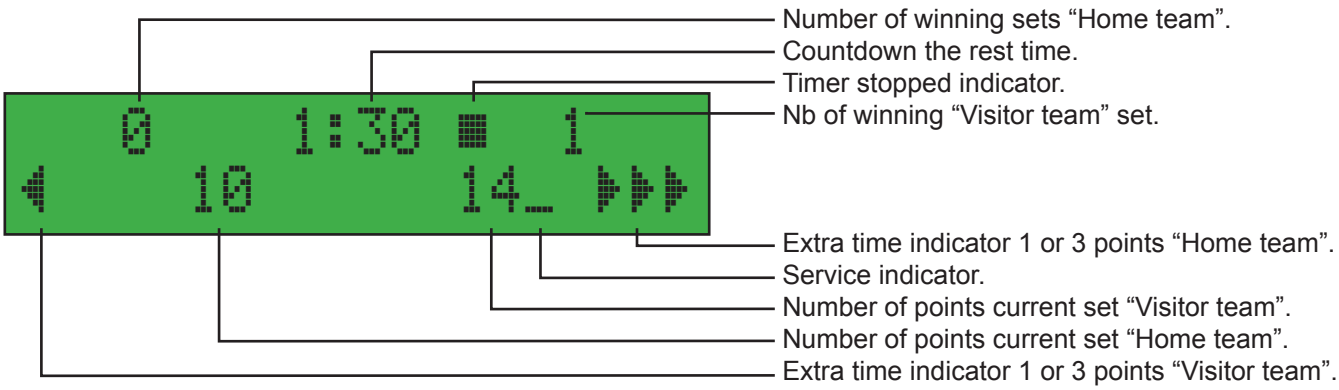



| Designation | Index |
|---|---|
| Time display or match mode when key is pressed. | 1 |
| Start a new match if hold down > 3 s. | 2 |
| Unused. | 3 |
| Go to the next set. | 4 |
| Unused. | 5 |
| Unused. | 6 |
| Unused. | 7 |
| Access to the sport configuration. | 8 |
| Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode. | 9 |
| Unused. | 10 |
| In match mode : restart new match if hold down > 3 s.<br>In sport configuration: validate the parameters and exit. | 11 |
| 3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods. | 12 and 12' |
| Navigation keys. When starting a sport : + and – keys enable modification of the playing time. | 13 |
| Unused. | 14 and 14' |
| Add 1 point to the scores HOME/VISIT. | 15 and 15' |
| Luminosity adjustment of scoreboard and possession time display. | 30 |

| Sport rules | Designation |
|---|---|
| Badminton<br>1: 3 x 21Pts | New badminton rules with 3 winning sets of 21 pts - 2 points extra time at 20/20 - Rest time 90 sec. then 300 sec. automatic. |
| Badminton<br>2: 3 x 21Pts | New badminton rules with 3 winning sets of 21 pts - 2 points extra time at 20/20 - Rest time 90 sec. then 300 sec. automatic. |
| Badminton<br>3: 3 x 21Pts | New badminton rules with 3 winning sets of 21 pts - 2 points extra time at 20/20 - Rest time 90 sec. then 300 sec. automatic. |

*All these parameters are modifiable with the configuration programme for each type.*

## Main keyboard VDU


0
1:30
1
10
14
Number of winning sets “Home team”.
Countdown the rest time.
Timer stopped indicator.
Nb of winning “Visitor team” set.
Extra time indicator 1 or 3 points “Home team”.
Service indicator.
Number of points current set “Visitor team”.
Number of points current set “Home team”.
Extra time indicator 1 or 3 points “Visitor team”.

## Between the game periods

- Reset to zero of points from last set and allocation of set won.
- Countdown of rest times if programmed.
- The service’s assignement must be manually managed by service’s key.
- There is automatic horn to respect the quiet of the hall.
- If it is programmed, the playing time of the match starts up by pressing the “Start/Stop” key.
- The 2 points of the keyboard’s timer flash and stop at the obtaining of the final point of set or match, Display hour and minutes.

## At end of set

- New rules : if a 20/20 tie, extra time is offered for 2 winning points. At 29/29, the first to score 30, win the game.
- If a 14/14 tie (men or doubles) or 10/10 (women), extra time is offered for 1 or 3 points (select with the SELECT key). After choosing the player for 1 to 3 points, the scoreboard shows this choice per : 1 block = 1 point, 3 blocks = 3 points.
- The service affectation is automatic at the point’s attribution. The service indicator can be managed alone before to allocate.

*N.B.: rest time can be stopped during the working out by pressing on STOP key and the time outs on TIME OUT key corresponding. At the end of working out of those times, the game timer does not start up automatically. Start up by pressing START key.*

## Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

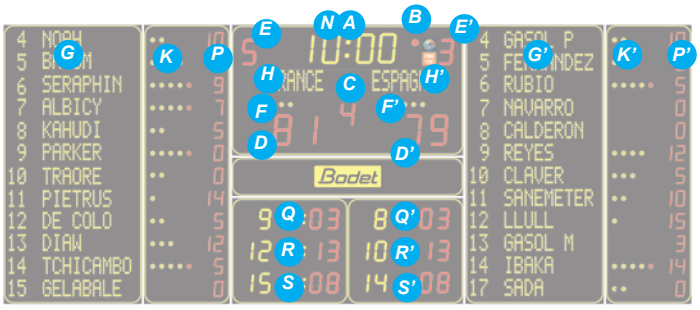
- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

| Rule 1 | Rule 2 | Rule 3 | Parameters | Description |
|---|---|---|---|---|
| Number of sets /game : 3 | 3 | 3 | 1 to 5 sets | Selection of the number of maximum sets per match. |
| Nb of points /set : 21 | 21 | 21 | 1 to 99 points | Selection of the number of points per set for automatic affectation of the set if 2 points gap. |
| Display game duration : No | No | No | Yes or No | Allow to manage dna display on the board the toatal playing time of the match. Press the “start” key at the start up of the match. |
| Display time break : No | No | No | Yes or No | Allow to display on the board the rest time between the sets (display console and scoreboard). |
| Time break betwn sets : 120sec | 120 sec | 120 sec | 0 to 990 seconds | If = 0, no automatic countdown.<br>If > 0, the console will automatically countdown the programmed duration at the end of the set.<br>Press the “Stop” key to stop this countdown. |
| Time break for lastset : 120sec | 90 sec | 90 sec | 0 to 990 seconds | If = 0, no automatic countdown<br>If > 0, the console will automatically countdown the programmed duration at the end of the set.<br>Press the “Stop” key to stop this countdown. |
| Buzzer active : No | No | No | Yes or No | If Yes, activate the console’s buzzer.<br>If No, deactivate the console’s buzzer during the match. |
| Factory data load : No | No | No | Yes or No | If YES, reload the values of parameters as provided on putting the display board into service. |

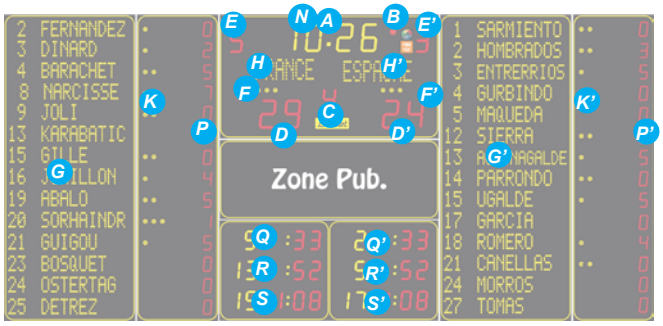
BT6730 Alpha 12P H10

BT6730 Alpha 14P H10

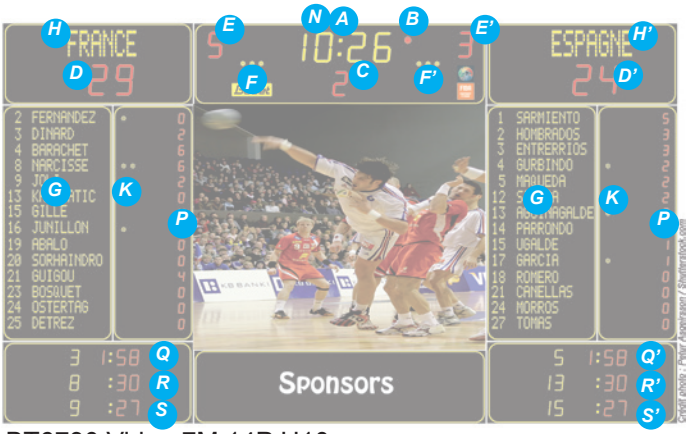
BT6730 Video 7M 12P H10



BT6730 Alpha 12P H15



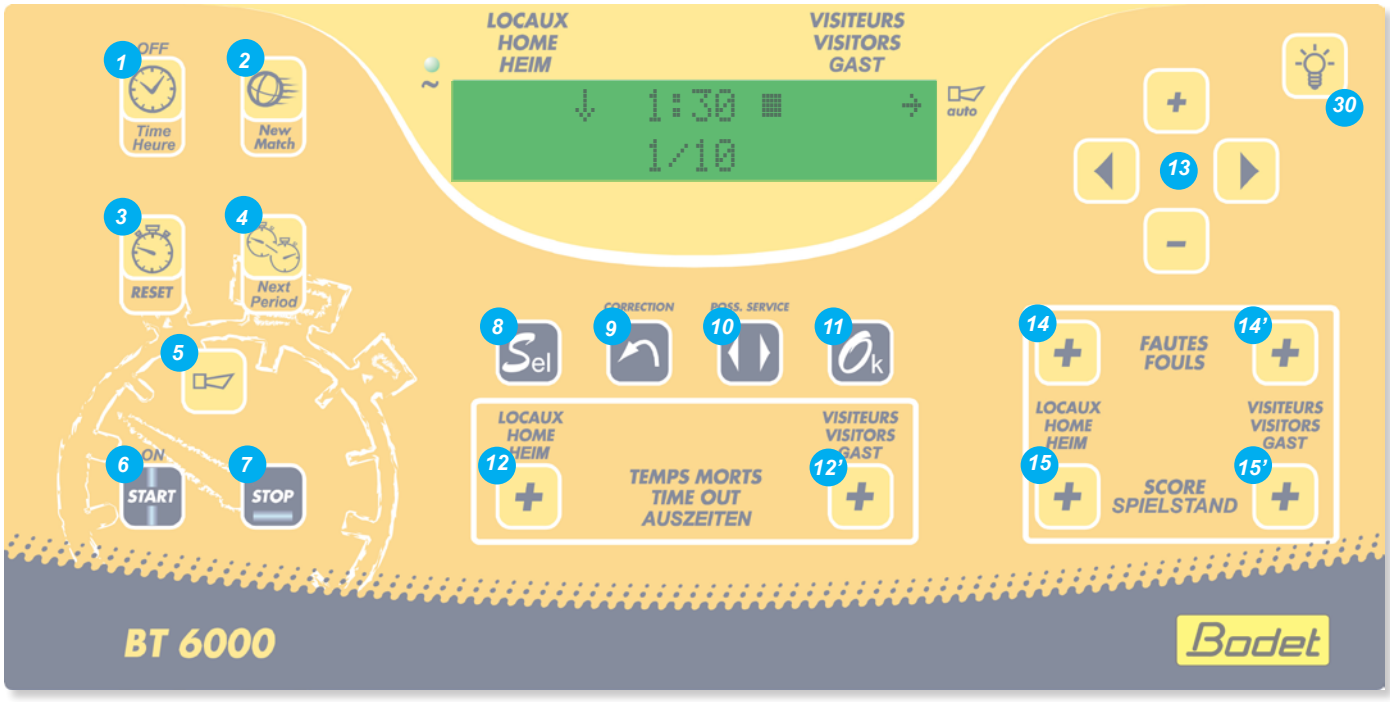
BT6730 Alpha 14P H15



BT6730 Video 7M 14P H10

| Designation | Index |
|---|---|
| Sequence or rest time timer. | A |
| Timer stopped indicator. | B |
| Unused. | C |
| Number of sequence remaining to play (D) and number of sequence programmed (D'). | D and D' |
| Unused. | E and E' |
| Unused. | F and F' |
| Unused. | H and H' |
| Unused. | I and I' |
| Unused. | J and J' |
| Unused. | K and K' |
| Unused. | P and P' |
| Unused. | Q and Q' |
| Unused. | R and R' |
| Unused. | S and S' |

## Main keyboard

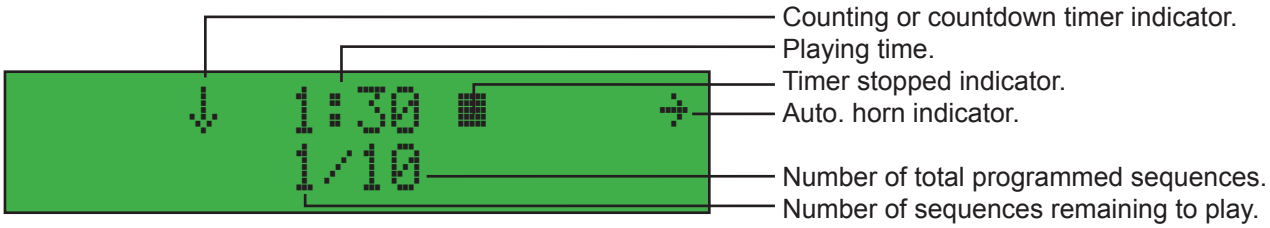



| Designation | Index |
|---|---|
| Time display or match mode when key is pressed. | 1 |
| Start a new match if hold down > 3 s. | 2 |
| Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls. | 3 |
| Unused. | 4 |
| Unused. | 5 |
| Start the timer. | 6 |
| Stop the timer. | 7 |
| Access to the sport configuration. | 8 |
| Correction mode: pressing the key the display flashes. Having made the correction, press the key to return to normal mode. | 9 |
| Service allocation HOME/VISIT. | 10 |
| In match mode : restart new match if hold down > 3 s.<br>In sport configuration : validate the parameters and exit. | 11 |
| Unused. | 12 and 12’ |
| Navigation keys. When starting a sport: + and – keys enable modification of the playing time. | 13 |
| Unused. | 14 and 14’ |
| Unused. | 15 and 15’ |
| Luminosity adjustment of scoreboard and possession time display. | 30 |

| Sport rules | Designation |
|---|---|
| training Prog. 1:10 x 180 sec | 10 sequences of 3 minutes with rest time of 1 minute - Horn auto. |
| training Prog. 2: 5 x 60 sec | 5 sequences of 1 minute with rest time of 30 seconds - Horn auto. |
| training Prog. 3:10 x 120 sec | 10 sequences of 2 minutes with rest time of 1 minute - Horn auto. |

*All these parameters are modifiable with the configuration programme for each type.*

## Main keyboard VDU




## Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

| Rule 1 | Rule 2 | Rule 3 | Parameters | Description |
|---|---|---|---|---|
| Period Number /game : 10 | 5 | 10 | 1 to 5 periods | Select number of game period. |
| Period duration /game : 180sec | 60 sec | 120 sec | 1 to 99 points | Select game period duration. |
| Auto time break duration : 60sec | 30 sec | 60 sec | 1 to 99 points | If = 0, no automatic countdown.<br>If > 0 the board will count down automatically the programmed time to the end of the period.<br>Press “Stop” to launch this countdown. |
| Horn duration : 1 sec | 1 sec | 1 sec | Yes or No | If = 0, no automatic horn.<br>If > 0, limit the duration of the horn’s ringing for reduce the sound level in the room. |
| Factory data load : No | No | No | Yes or No | If YES, reload the values of parameters as provided on putting the display board into service. |